



"Daddy-Daughter Card Wars"

1034-238

Final Board

Date 10/16/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 10/16/15
- ☐ Design Board
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

Storyboard by
Adam Muto &
Steve Wolfhard

Animation Studio
SAEROM

NOV 04 2015

1034/238

1034/238

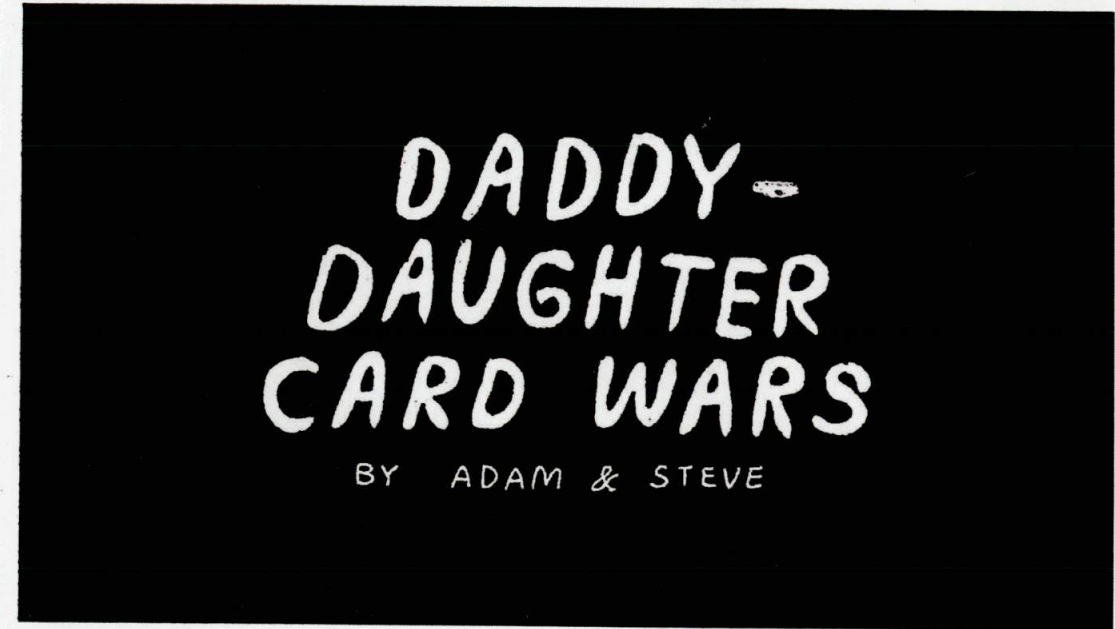
1034/238

ADVENTURE TIME

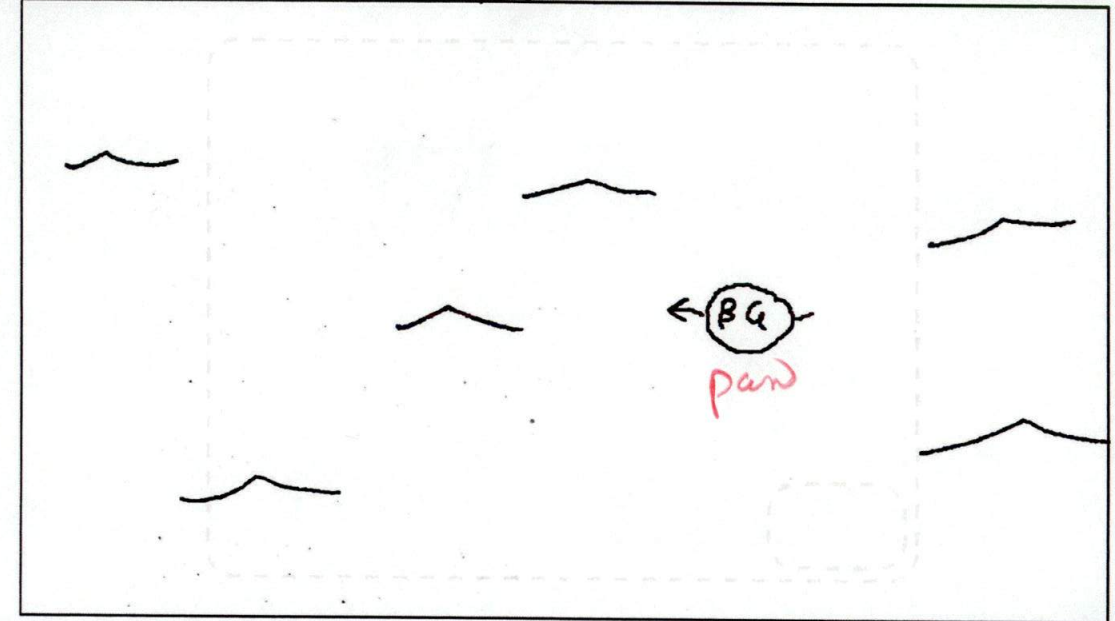


Page 9

Sc. Pnl. Bg. day night



Sc. / Pnl. A Bg. day night



Dialog:
Action:
Timing:

NOV 04 2015

EPISODE # 1034-238
1034/238
Production :

1034/238

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1034/238

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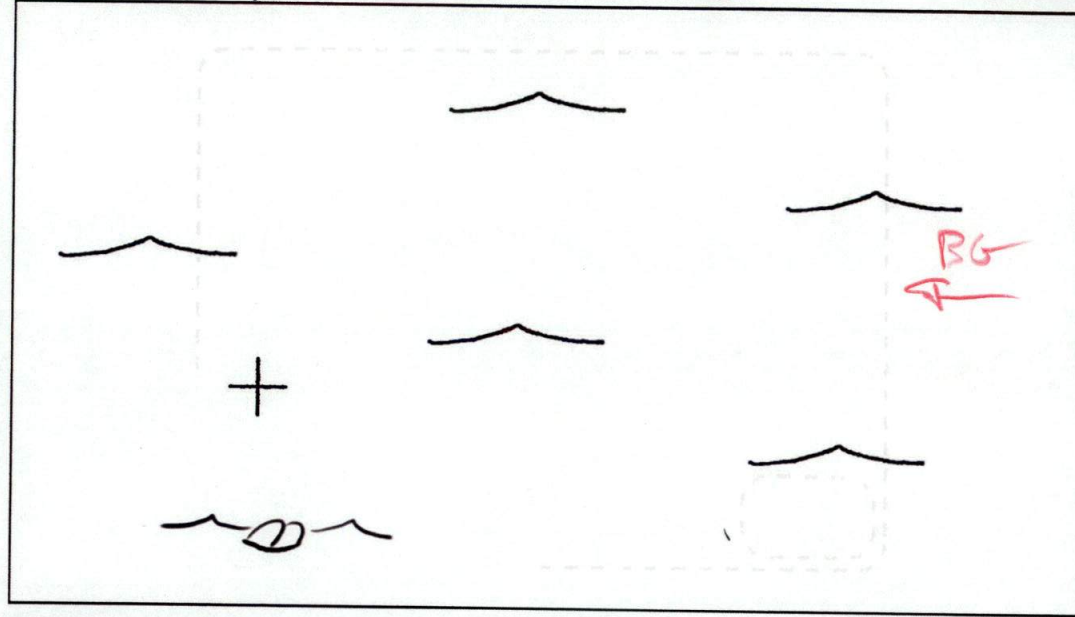


Sc. 1 *CONT*

Pnl. B

Bg.

day night



Sc. 1 *CONT*

boat

Pnl. C

Bg.

day night



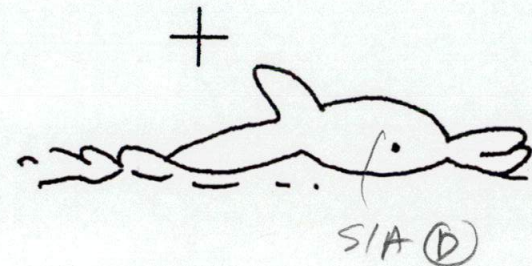
Dialog:

Action:

- SHIP GAINS ON/5

Timing:

NOV 04 2015



1034-238

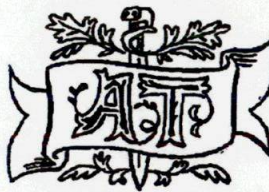
EPISODE #

1034'238

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1034, 238

ADVENTURE TIME

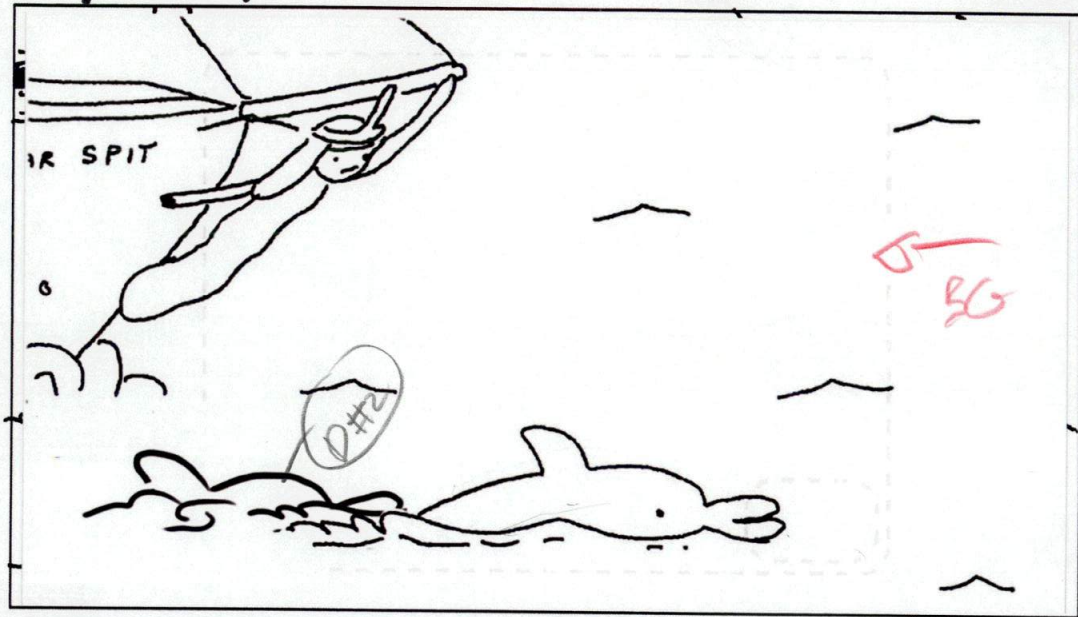


Sc. 1 cont

Pnl. D

Bg.

day night



Sc. 1 CONT

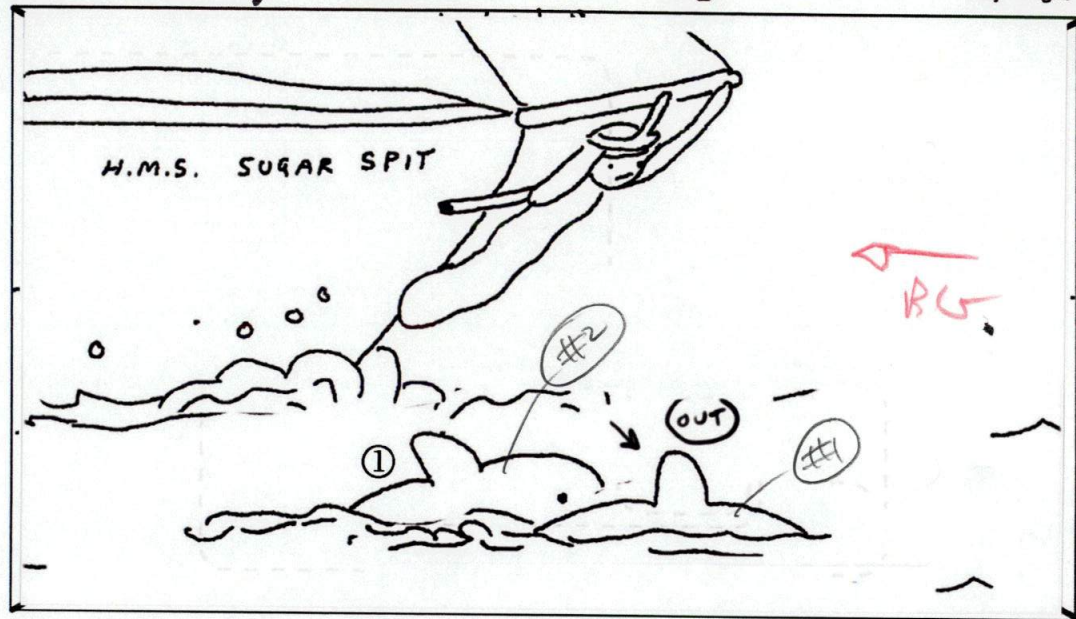
Pnl. E

Bg.

Page

day night

3
3A NEXT



Dialog:

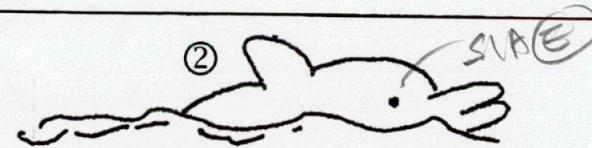
Action:

DESIGN NOTE:

BASED ON A "SHARK" SAILBOAT.

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Timing:



EPISODE # 1034-238

1034/238

Production :

1034/238

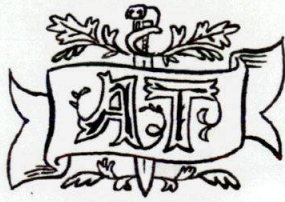
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ADVENTURE TIME



NO SC 2

3A

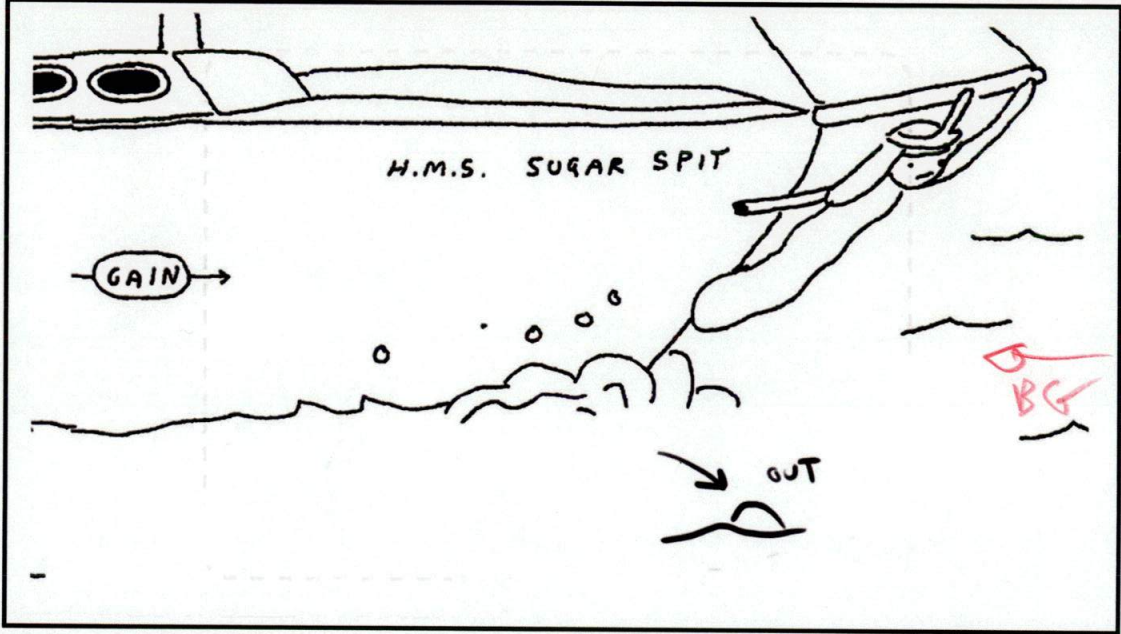
Page 4 NEXT
day night

Sc. 1 CONT

Pnl. F

Bg.

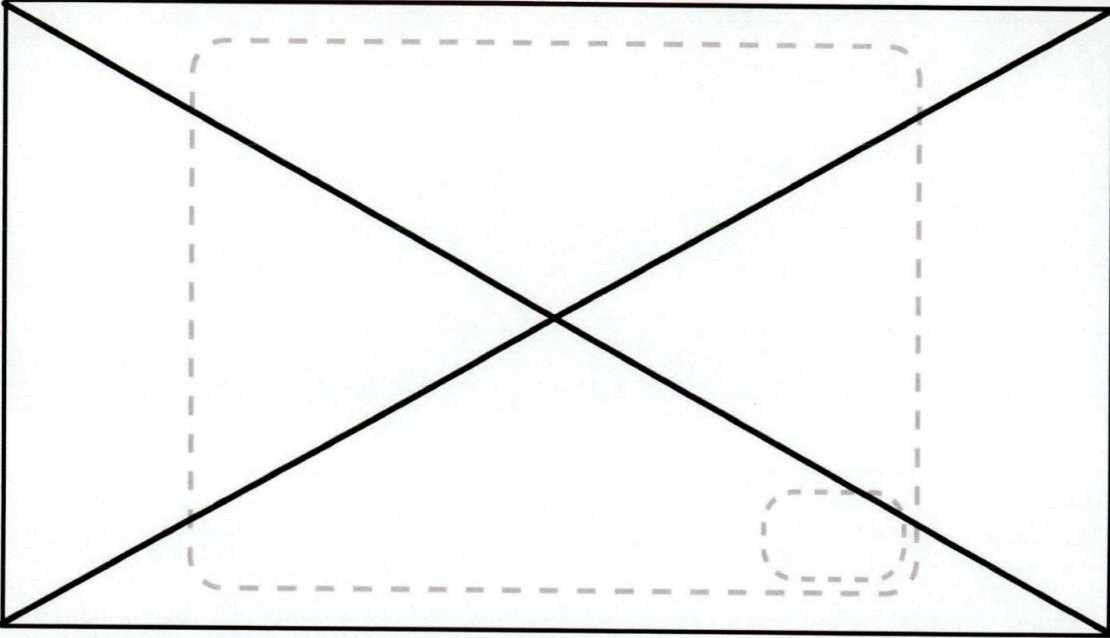
day night



Sc.

Pnl.

Bg.



Dialog:

Action:

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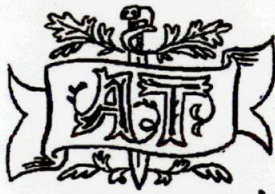
Timing:

EPISODE # 1034-238

Production:

1034/238

ADVENTURE TIME

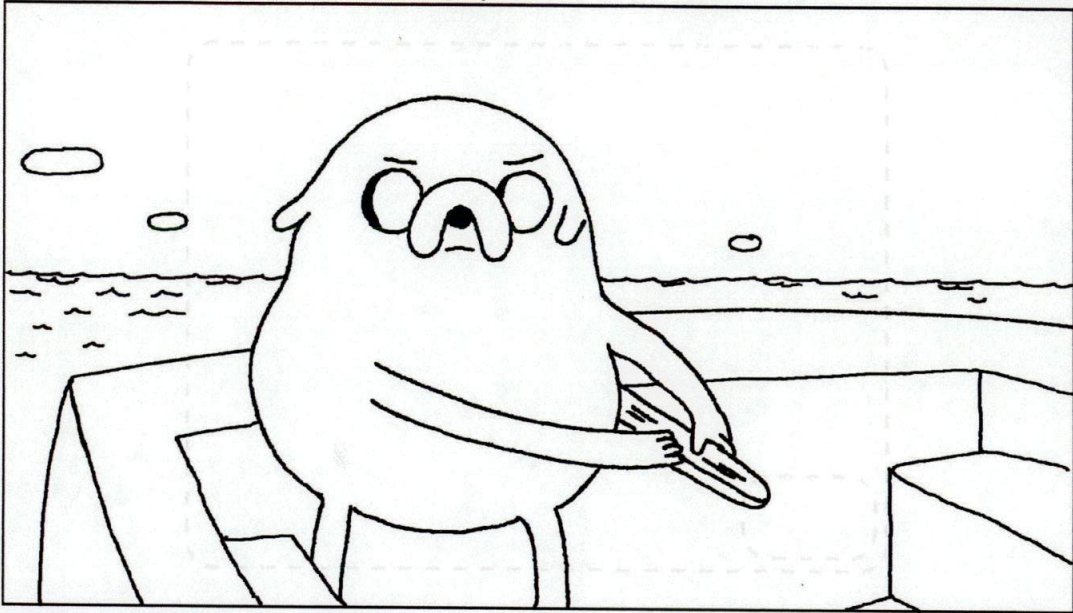


Sc. 3

Pnl. A

Bg.

day night

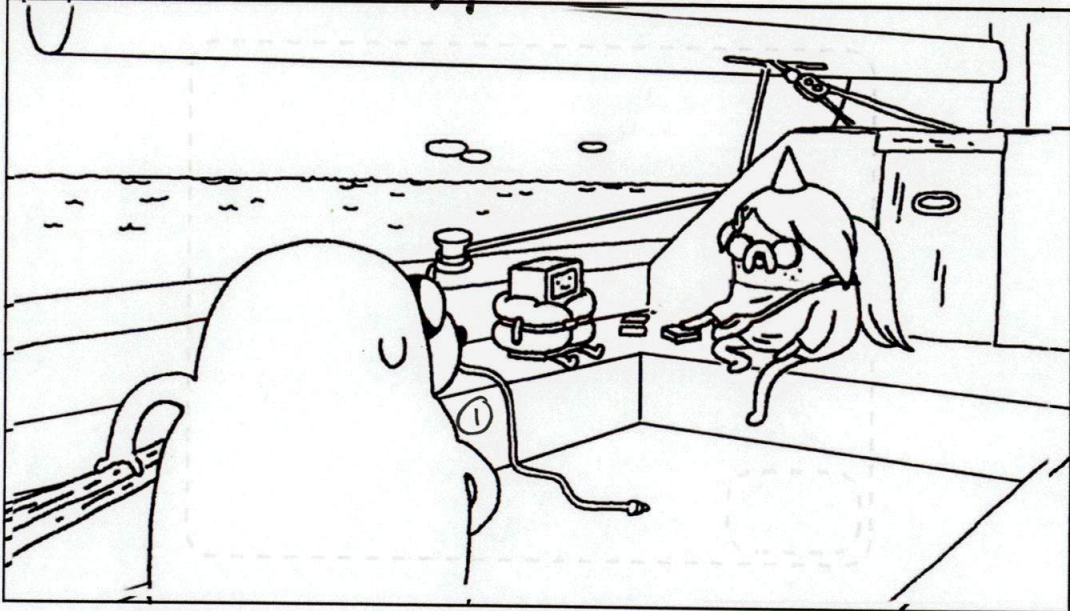


Sc. 4

Pnl. A

Bg.

day night



Dialog:

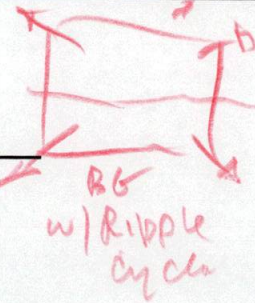
© HMM,
(O.S.)

Bi-PAC

Truck out

Action:

Chin Boat



Timing:

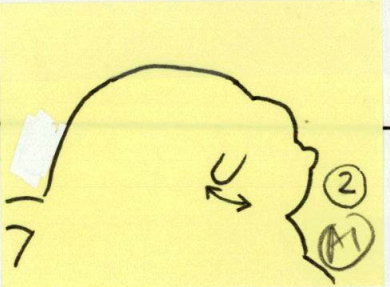
©

LET'S SEE WHAT
ELSE THE CARDS SAY

Bi-PAC

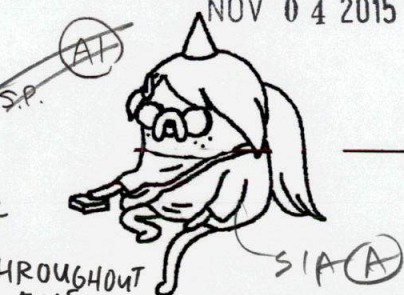
Chin Boat

touch in
Bo + Purple



-J. ear
flap cycle

① + ② THROUGHOUT
SCENE



Production :

EPISODE #

1034-238

1034'238

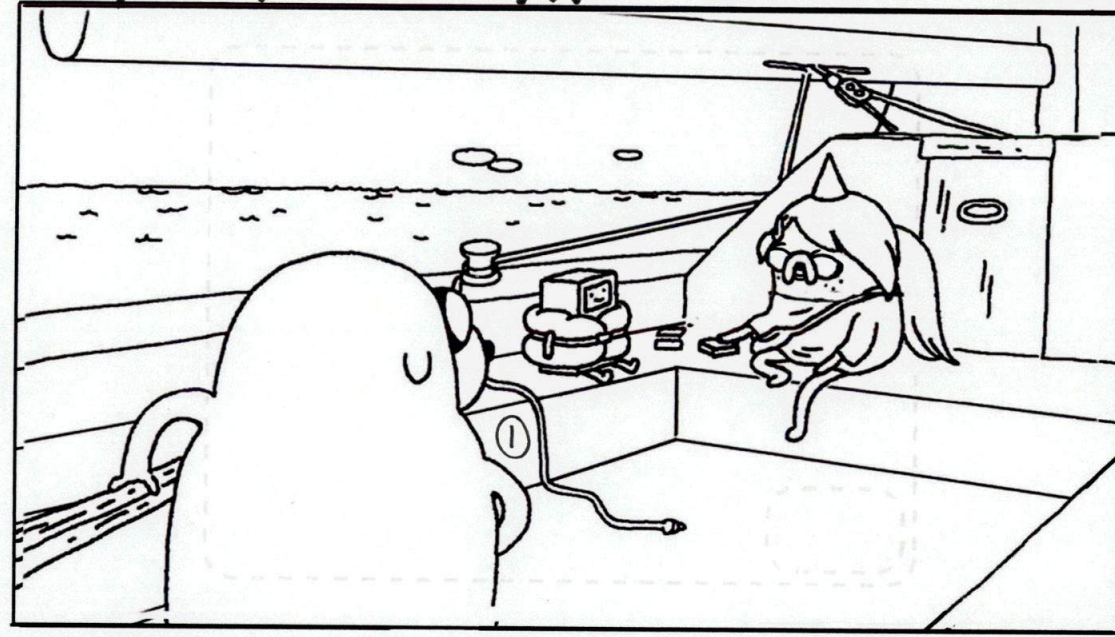
ADVENTURE TIME



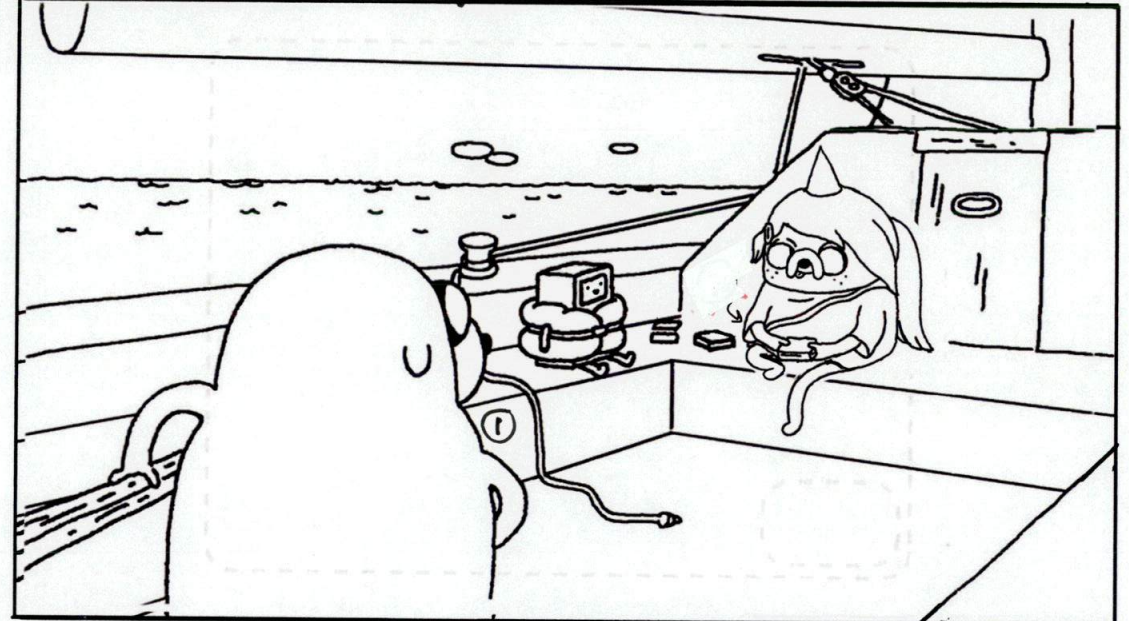
NO SC 5

Page OS

Sc. 4 CONT Pnl. A1 Bg. day night



Sc. 4 CONT Pnl. B Bg. day night



Dialog:		
Action:		
Timing:	<p>- J's ear continues flapping cycle ①+②</p>	

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1034/238

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1034/238

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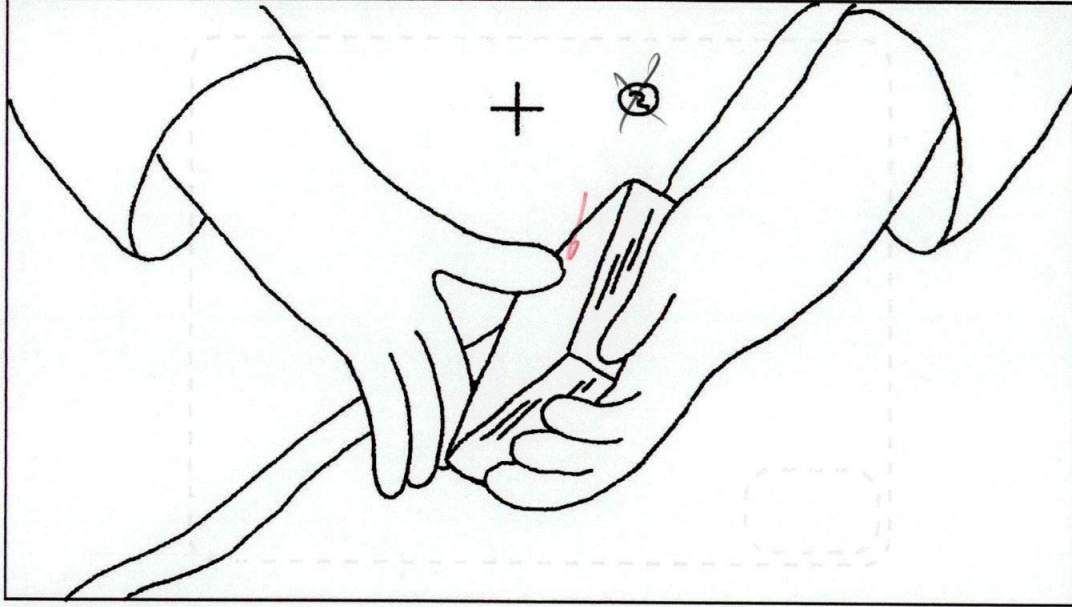
Page 06

Sc. 6

Pnl. A

Bg.

day night

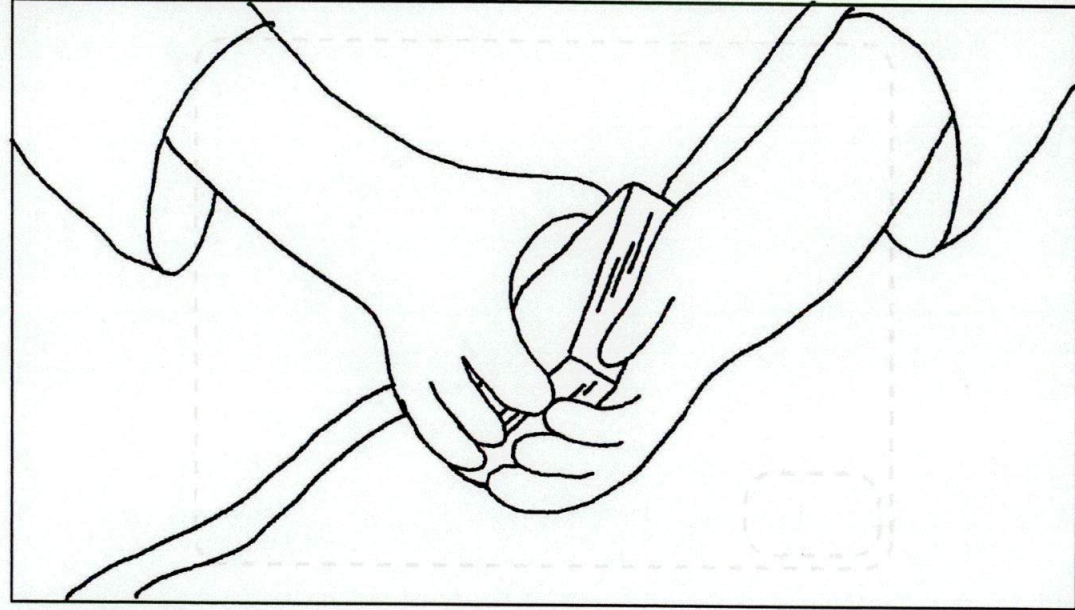


Sc. 6 *CONT*

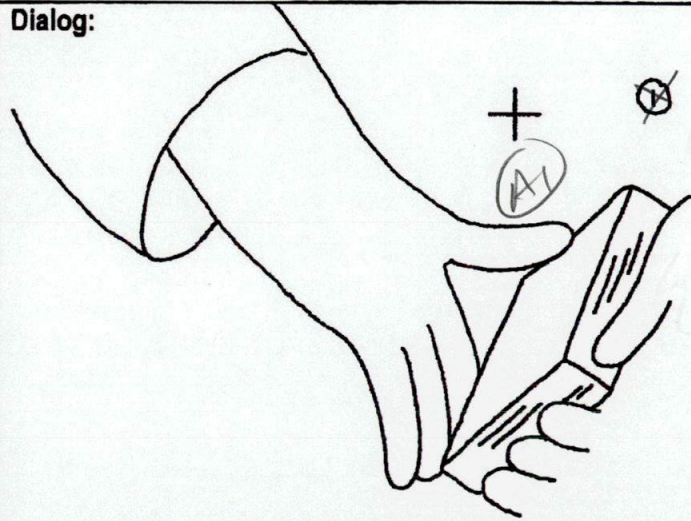
Pnl. B

Bg.

day night



Dialog:



NOV 04 2015

EPISODE # 1034-238

Production :

1034/238

ADVENTURE TIME

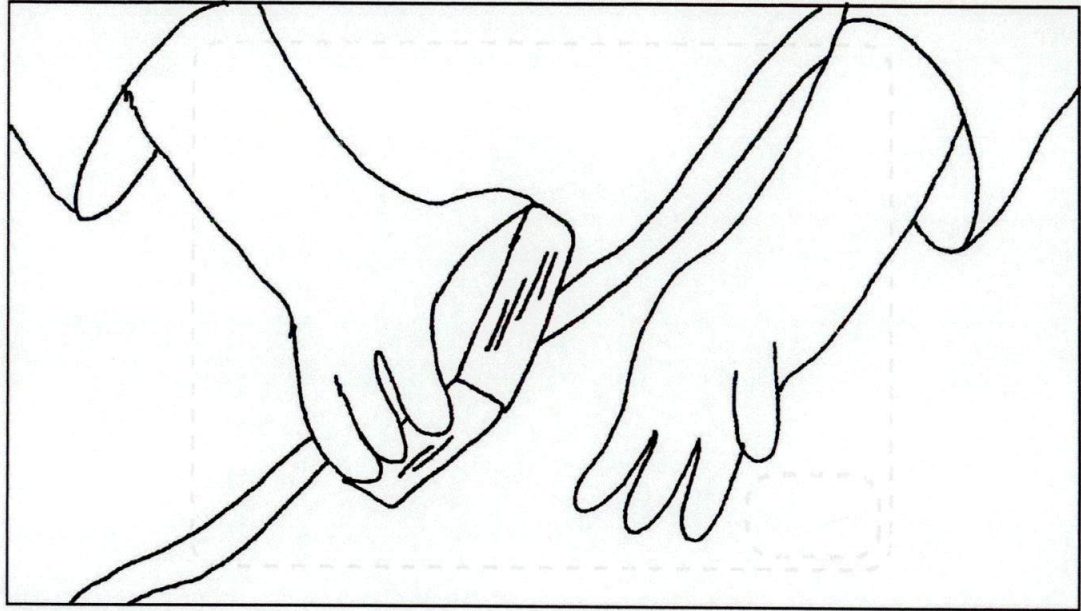


Sc. 6 *CONT*

Pnl. c

Bg.

day night

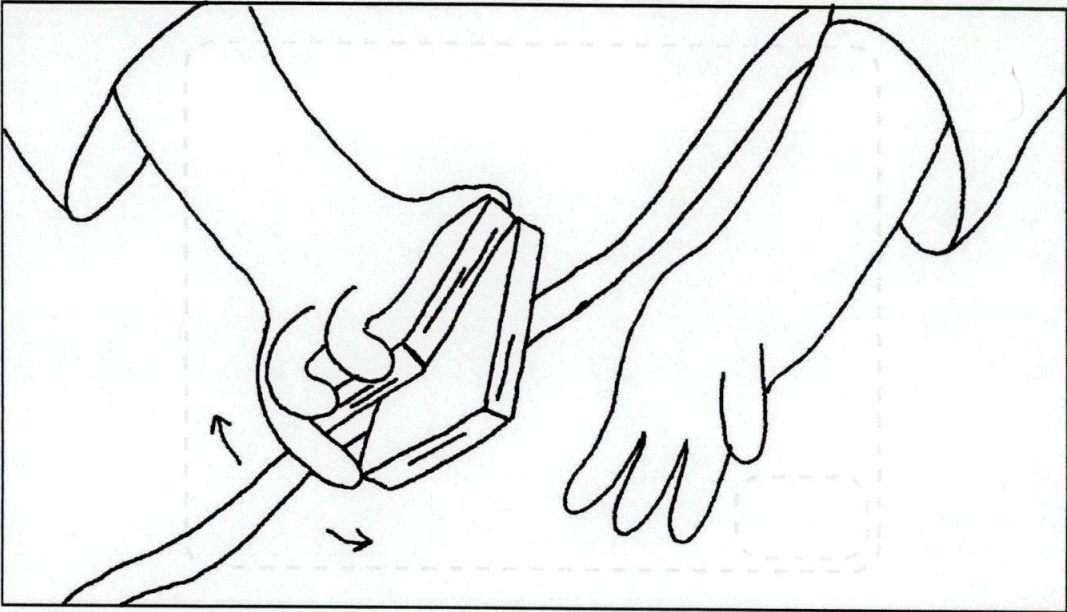


Sc. 6 *CONT*

Pnl. d

Bg.

day night



Dialog:
Action:
Timing:

NOV 04 2015

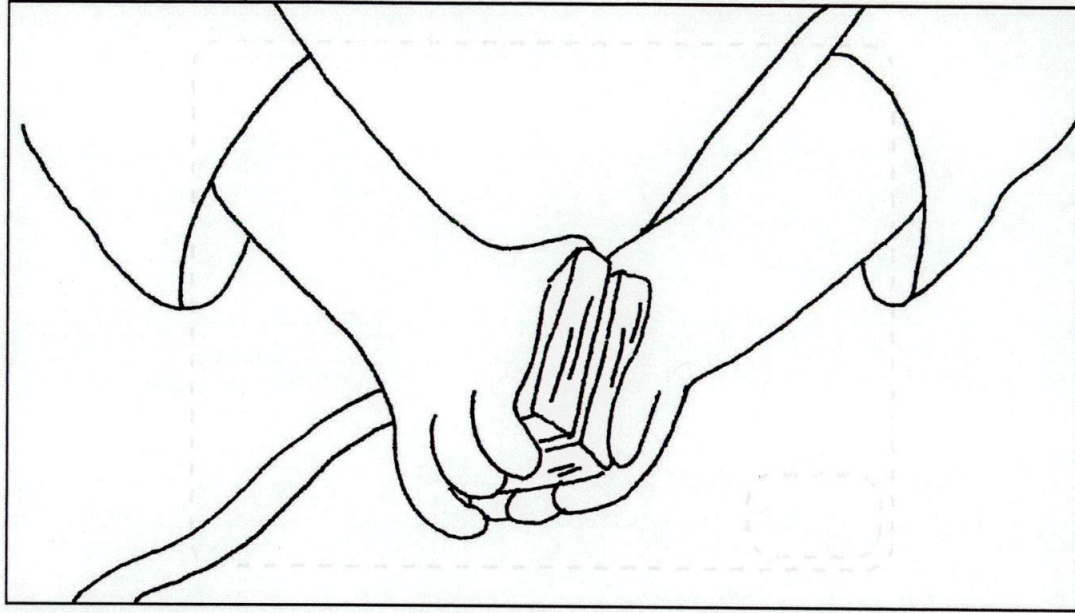
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Production :

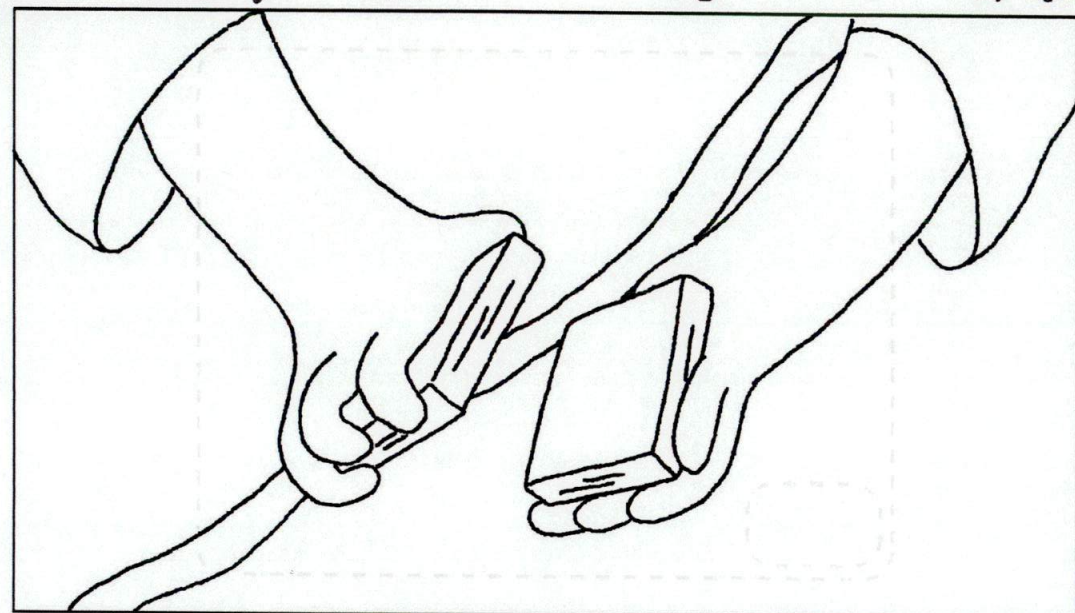
ADVENTURE TIME



Sc. 6 *CONT* Pnl. E Bg. day night



Sc. 6 *CONT* Pnl. F Bg. day night



Dialog:
Action:
Timing:

NOV 04 2015

EPISODE # 1034-238
1034/238
Production :

ADVENTURE TIME

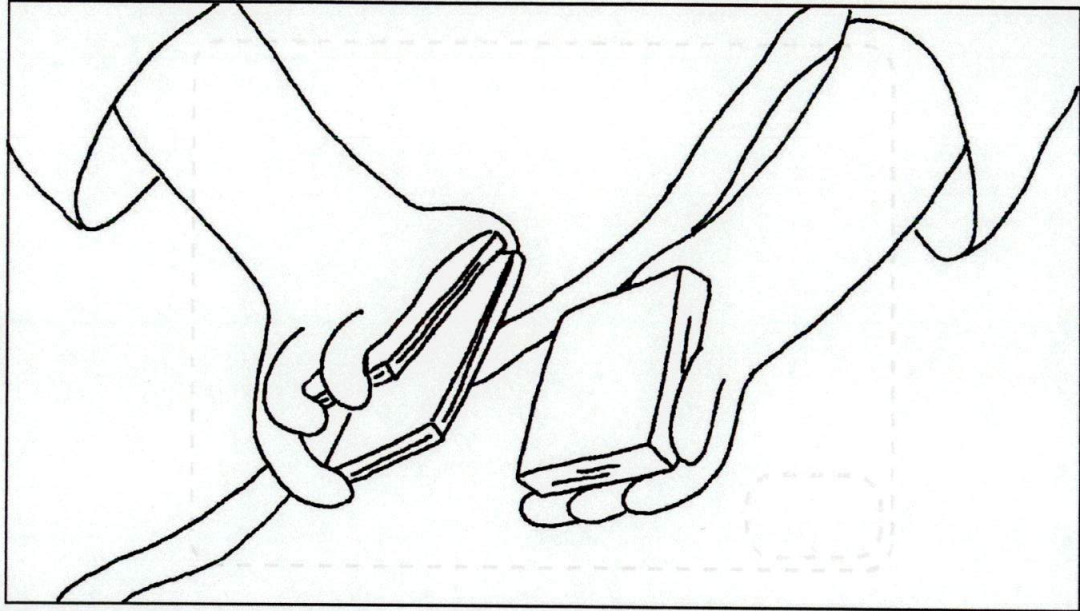


Sc. 6 *CONT*

Pnl. G

Bg.

day night

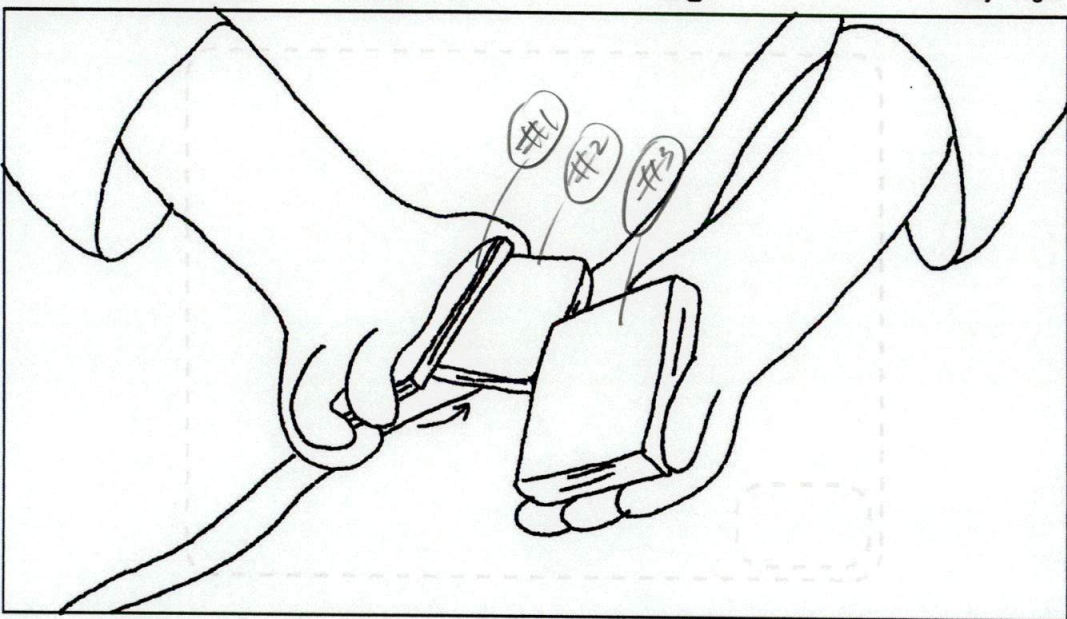


Sc. 6 *CONT*

Pnl. H

Bg.

day night



Dialog:

Action:

Timing:

NOV 04 2015

EPISODE # 1034-238

Production :

1034/238

1034/238

1034/238

ADVENTURE TIME

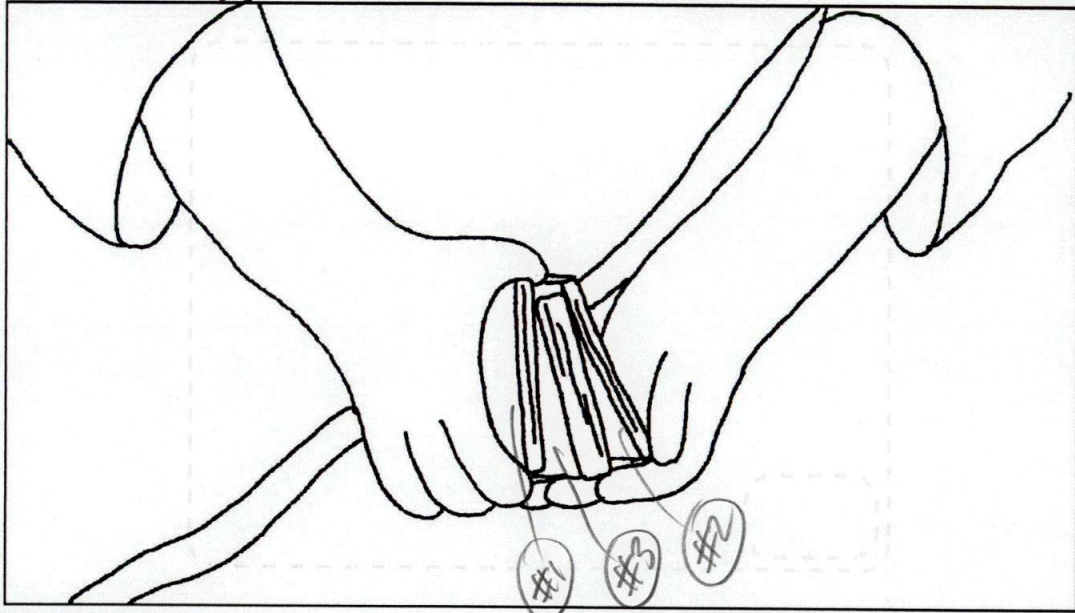


Sc. 6 *cont*

Pnl. I

Bg.

day night

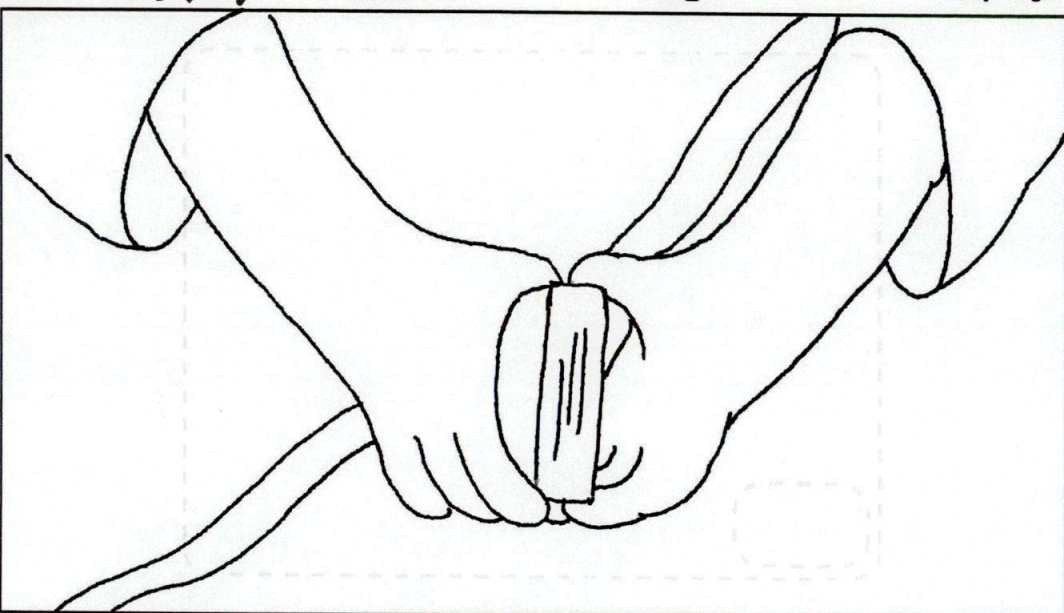


Sc. 6 *cont*

Pnl. J

Bg.

day night



Dialog:

Action:

Timing:

NOV 04 2015

Production :

EPISODE #

1034-238

1034/238

1034/238

1034/238

ADVENTURE TIME



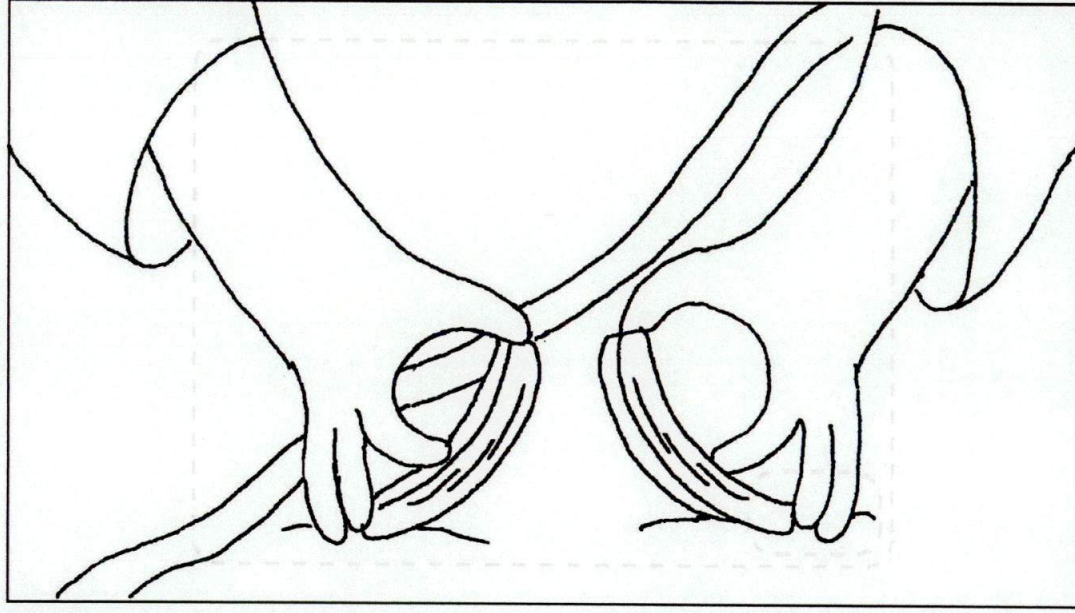
Page 11

Sc. 6 *CONT*

Pnl. K

Bg.

day night

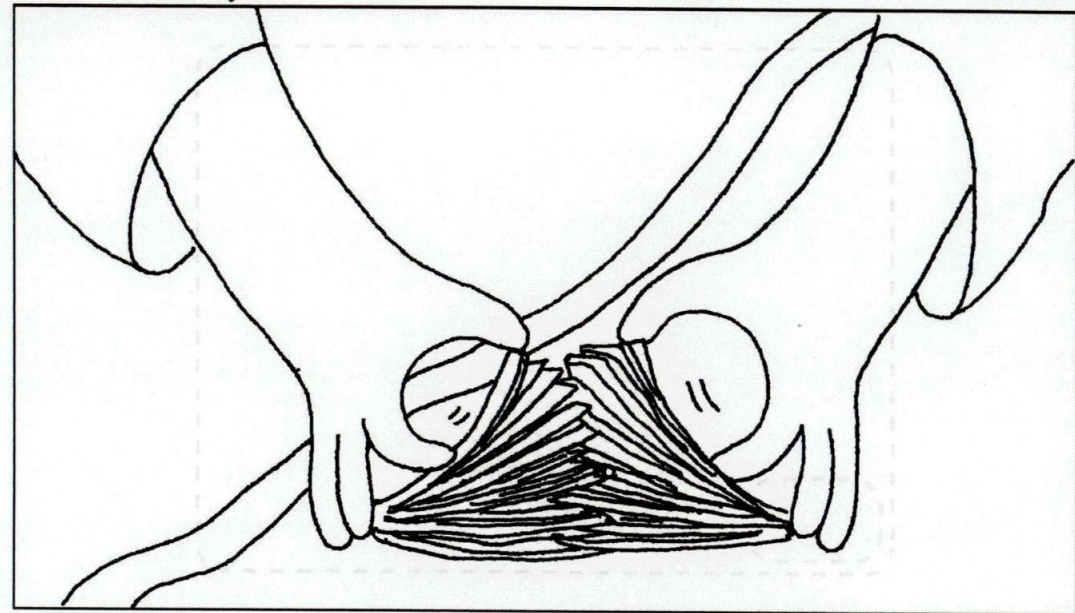


Sc. 6 *CONT*

Pnl. L

Bg.

day night



Dialog:	
Action:	<p>(SFX) THIP THIP THIP THIP</p> <p>NOV 04 2015</p>
Timing:	

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1034-238

1034/238

1034/238

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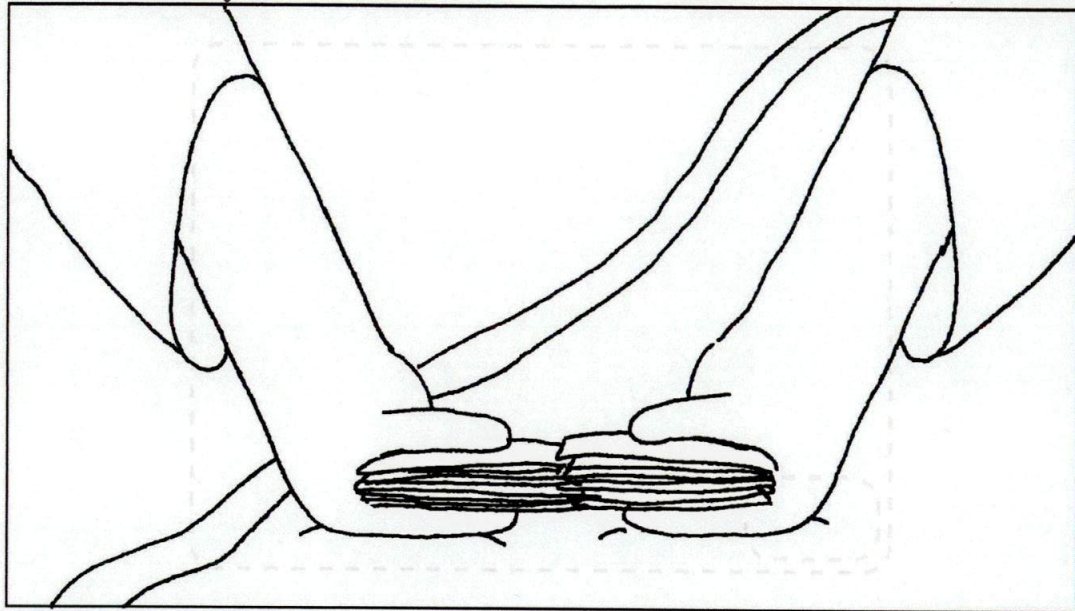
Page 12

Sc. 6 *CONT*

Pnl. *M*

Bg.

day night

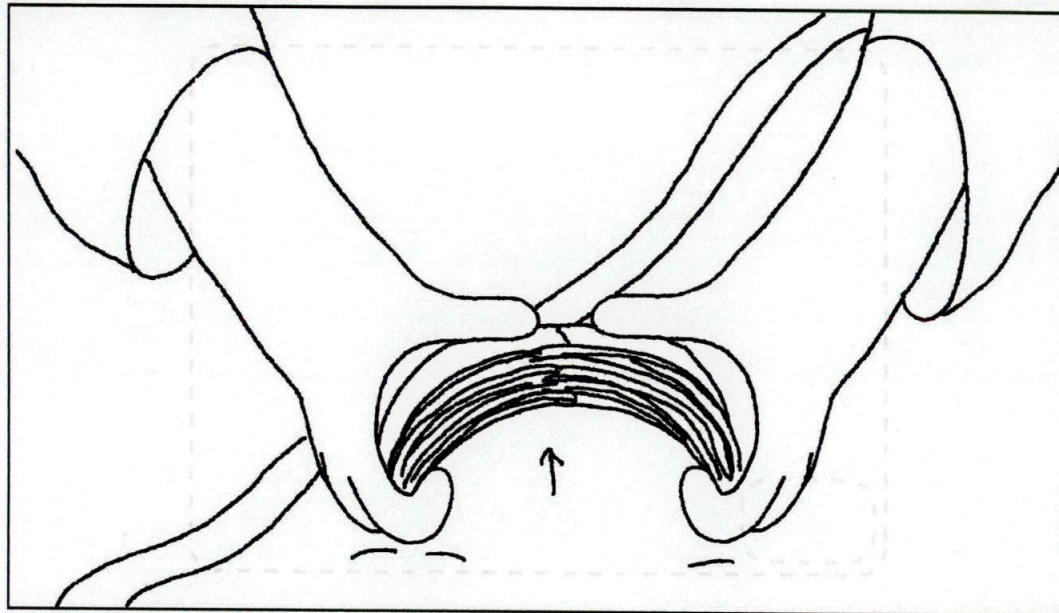


Sc. 6 *CONT*

Pnl. *N*

Bg.

day night



Dialog:

Action:

Timing:

NOV 04 2015

Production :

EPISODE # 1034-238

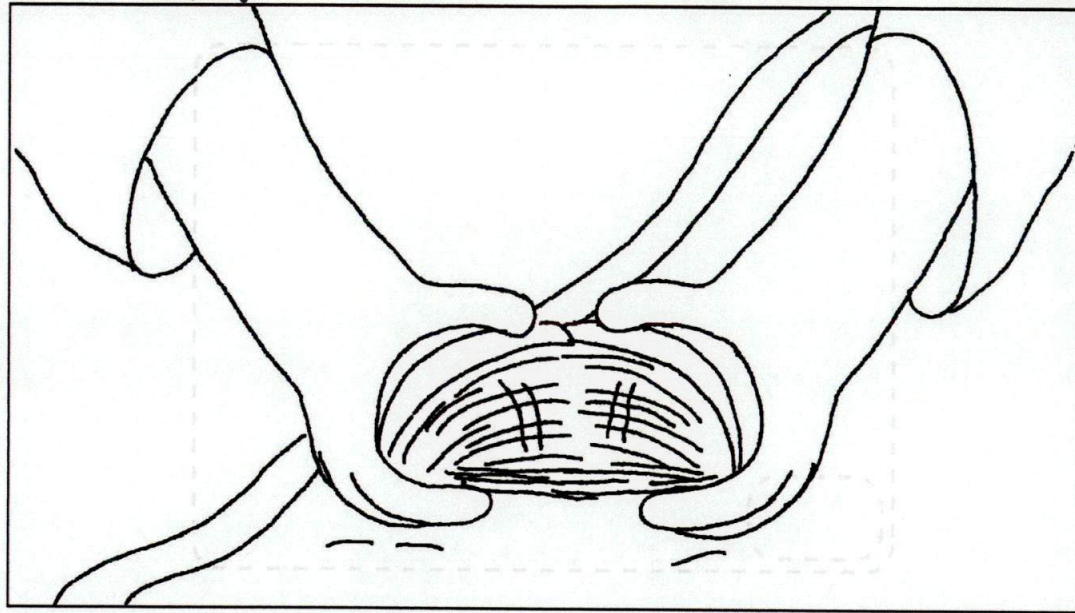
1034/238

1034/238

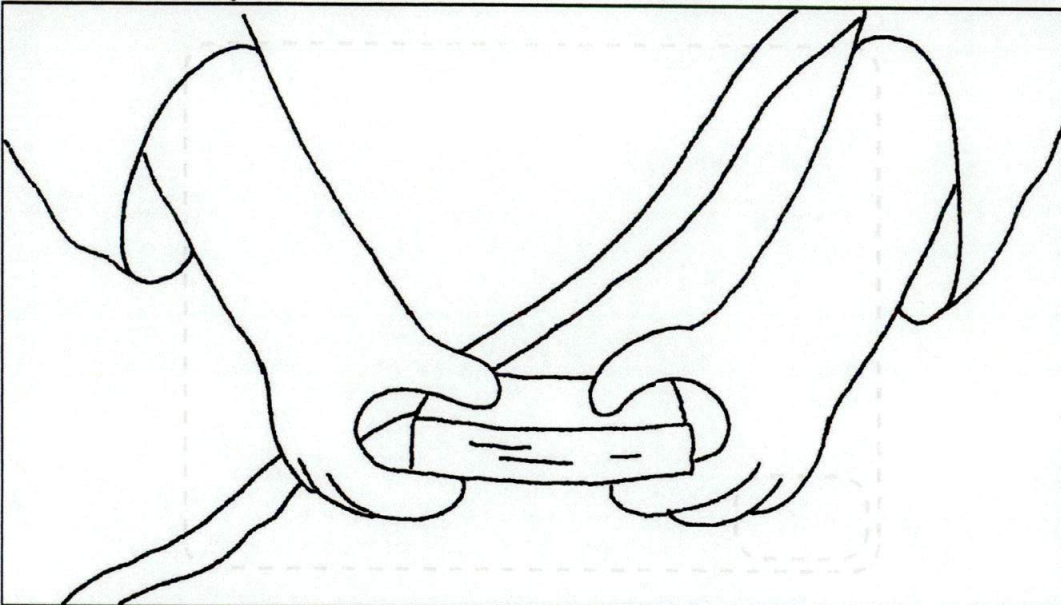
ADVENTURE TIME



Sc. 6 *CONT* Pnl. O Bg. day night



Sc. 6 *CONT* Pnl. P Bg. day night



Dialog:	(SFX) THIP THIP THIP THIP
Action:	NOV 04 2015
Timing:	

1034-238

EPISODE #

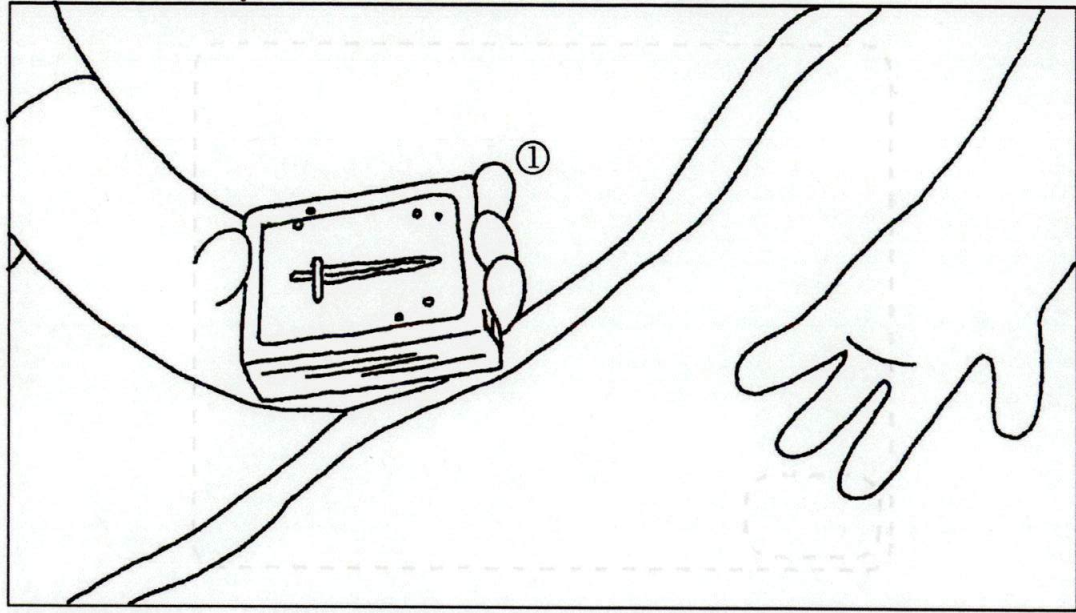
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Production :

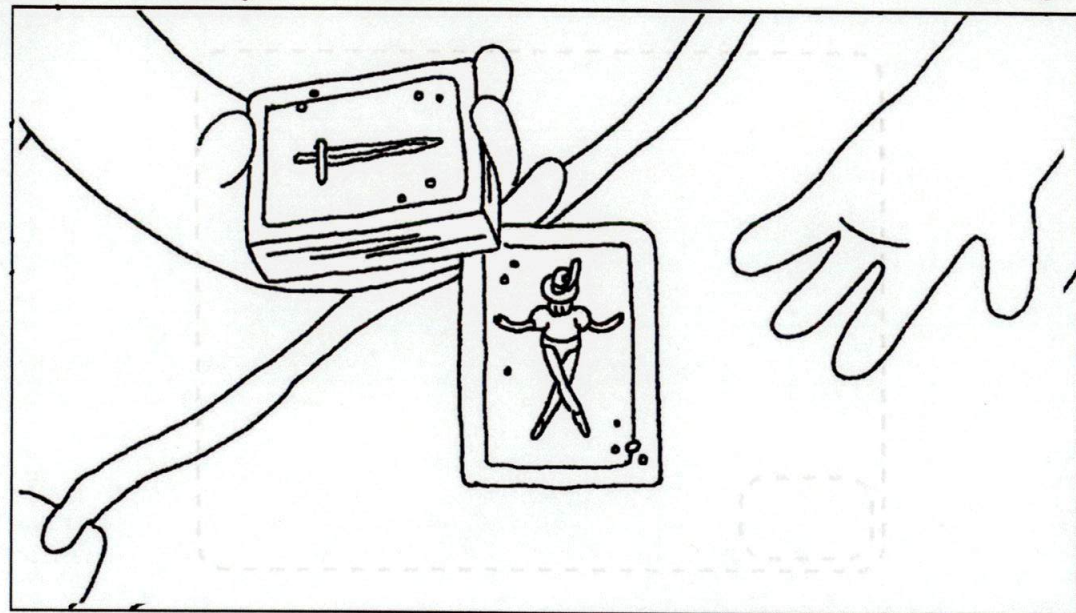
ADVENTURE TIME



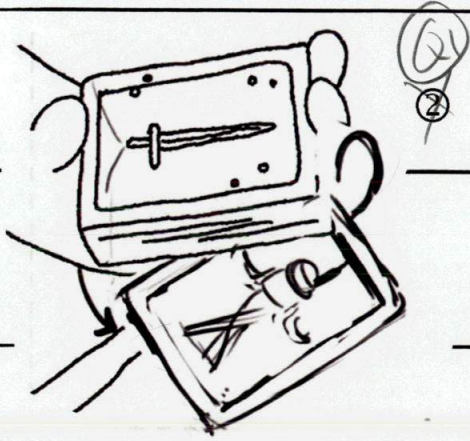
Sc. 6 *CONT* Pnl. Q Bg. day night



Sc. 6 *CONT* Pnl. R Bg. day night



Dialog:	
Action:	<p>© THIS CARD MEANS YOU'RE A MAN.</p> <p>- CARD ROTATES OUT FROM MIDDLE OF DECK.</p> <p>- ADJ. W/ ACTION.</p> <p>NOV 04 2015</p>
Timing:	



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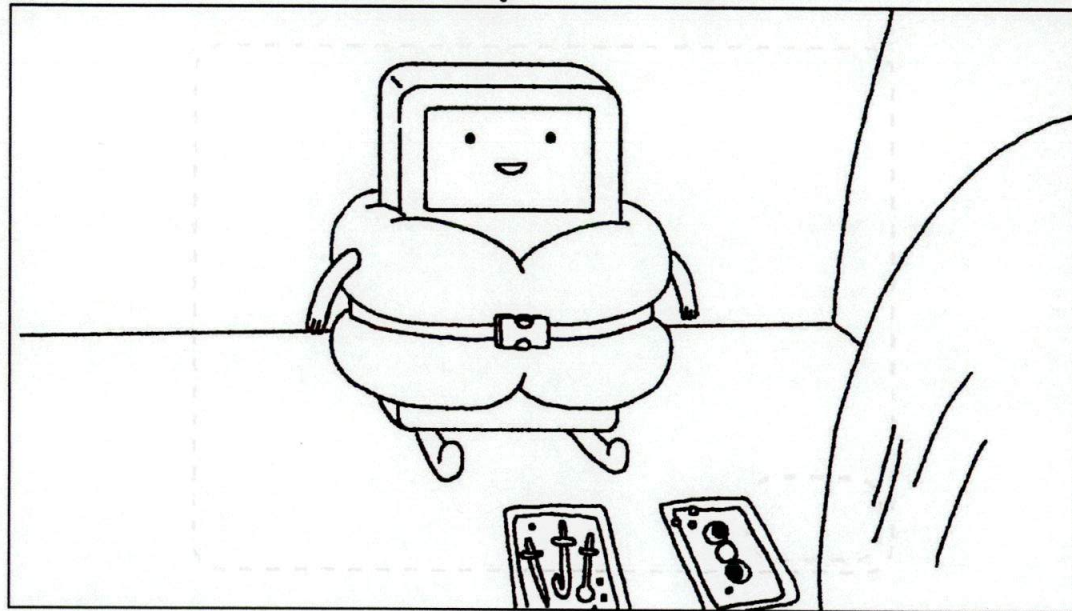
Page 18

Sc. 7

Pnl. **A**

Bg.

day night



Sc. 8

Pnl. A

Bg.

day night



Dialog:

⑧ / O.K!

Action:

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

Production :

1034/238

ADVENTURE TIME



Page 19

Sc. 8 *CONT*

Pnl. B

Bg.

day night

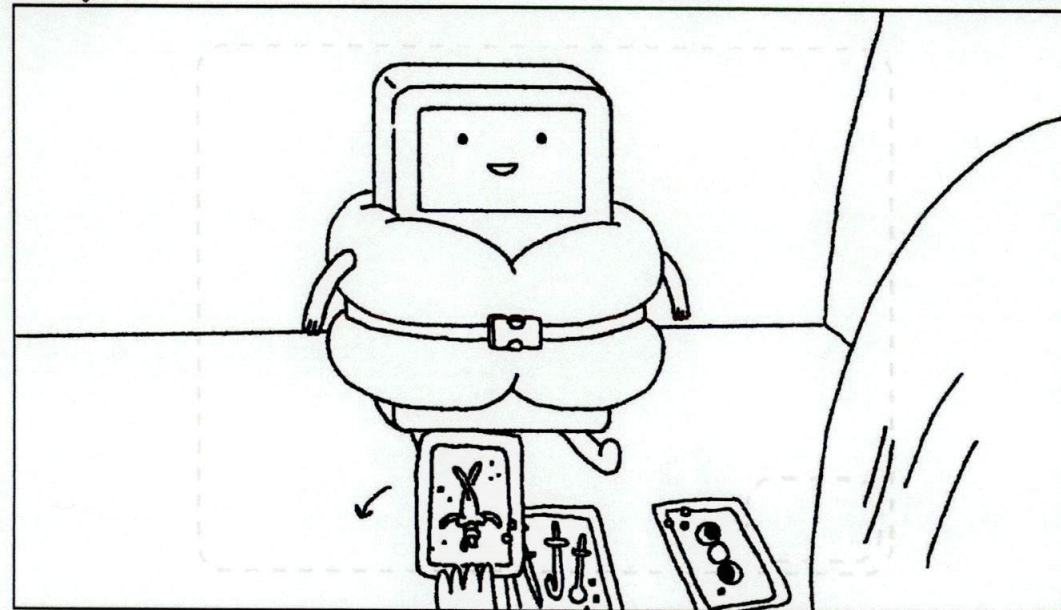


Sc. 9

Pnl. A

Bg.

day night



Dialog:

C HAHA NO I'M KIDDING
IT MEANS YOU'RE NICE.

Action:

- C. HOLDS UP CARD.

NOV 04 2015

Timing:

Production :

EPISODE # 1034-238

1034/238

1034/238

ADVENTURE TIME



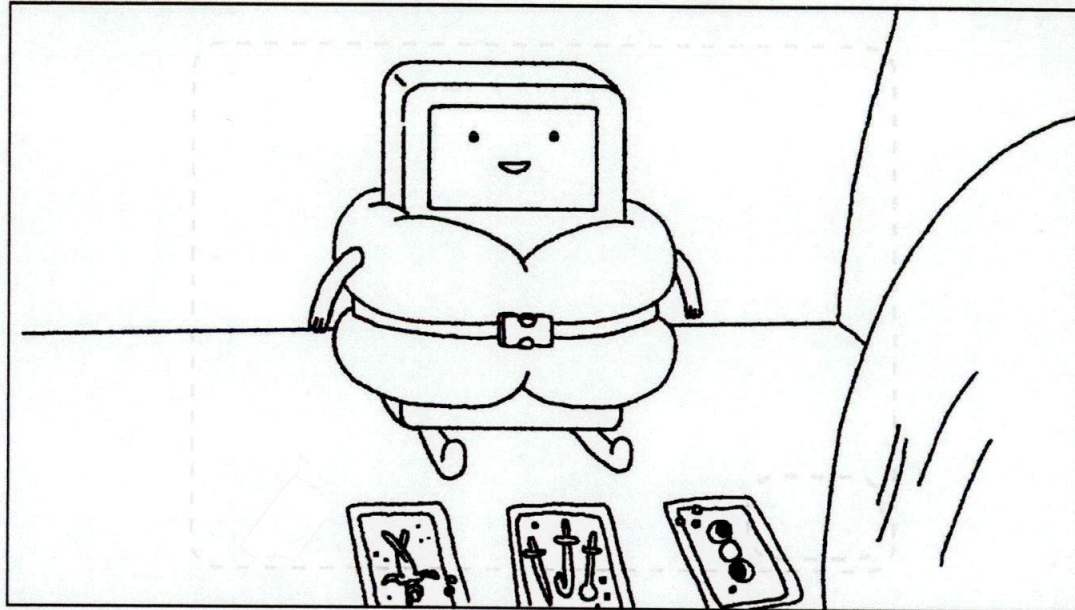
Page **29**

Sc. **9 CONT**

Pnl. **B**

Bg.

day night

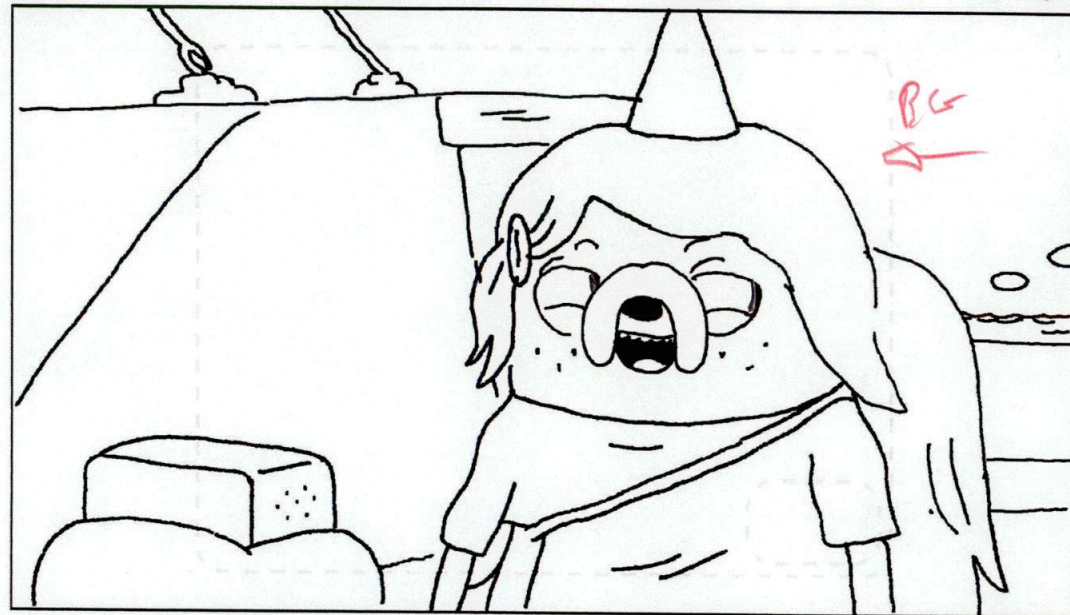


Sc. **10**

Pnl. **A**

Bg.

day night



Dialog:

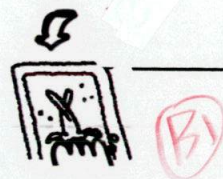
B I'M LEARNING TRUTHS
ABOUT MYSELF.

C H A H A -

Action:

NOV 04 2015

Timing:



Production :

EPISODE #

1034-238

1034/238

1034/238

ADVENTURE TIME



Page 21

Sc. 10 *CONT*

Pnl. *B*

Bg.

day night



Sc. 10 *CONT*

Pnl. *C*

Bg.

day night



Dialog:

C/ YOU ARE !

C/ HA HA !

Action:

- CHARLIE PUSHES BMO, PLAYFULLY.

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EPISODE # 1034-238

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1034/238

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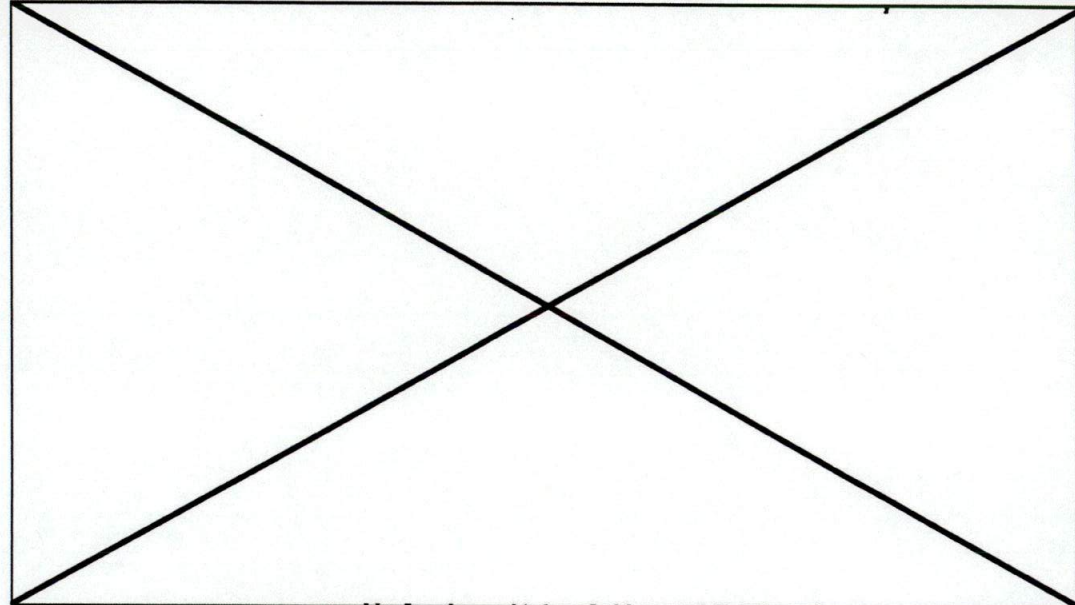
ADVENTURE TIME



Sc. 10 CONT Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

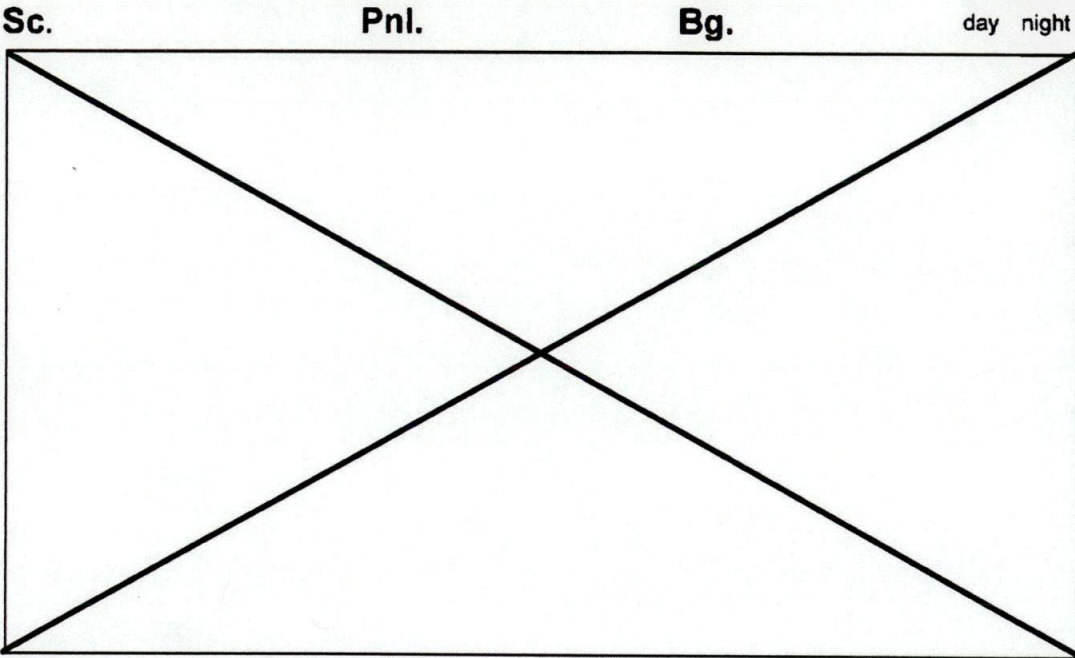
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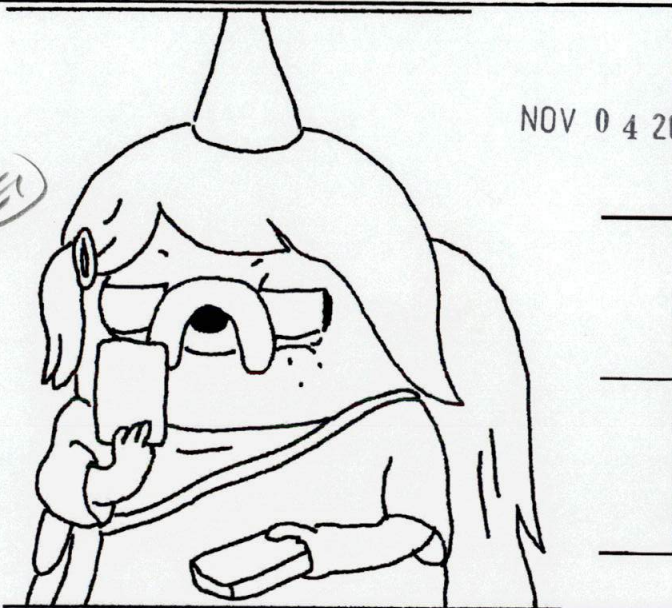
ADVENTURE TIME



Dialog:

Action: -BMO ECHOES CHARLIE'S LAUGH.

Timing:



EPISODE # 1034-238

Production :

ADVENTURE TIME



Page 24

Sc. 10 CONT

Pnl. E

Bg.

day night

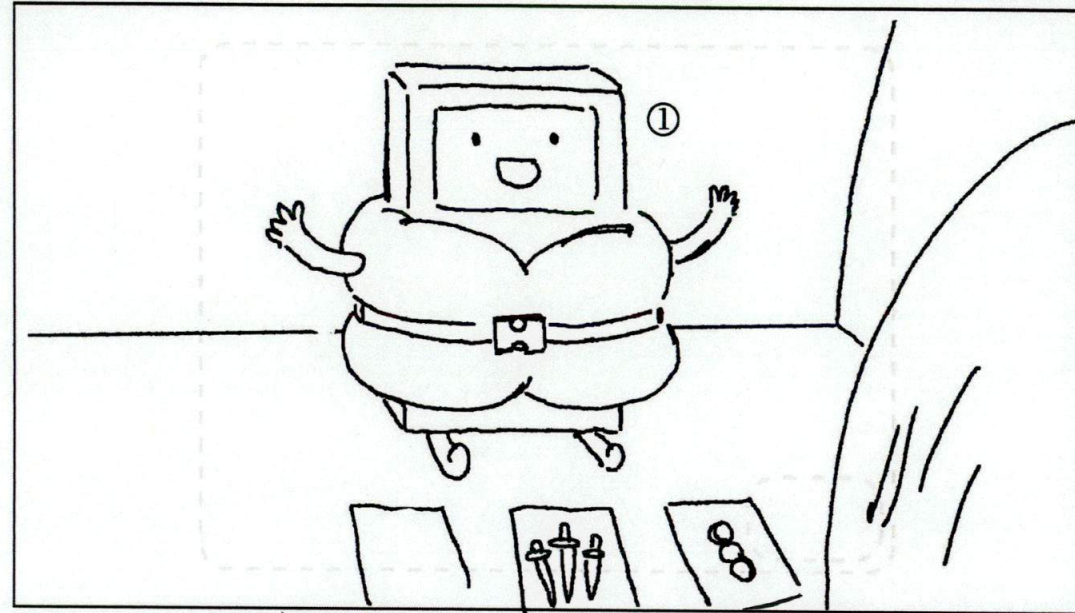


Sc. 13

Pnl. A

Bg.

day night



Dialog:

(C) THIS ONE MEANS YOU'LL
LIVE FOREVER.

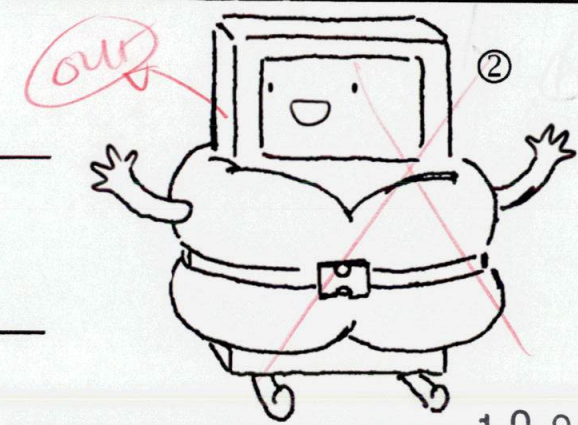
(B) HA HA HA!

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Action:

- CHARLIE FLIPS CARD.

Timing:



EPISODE # 1034-238

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1034/238

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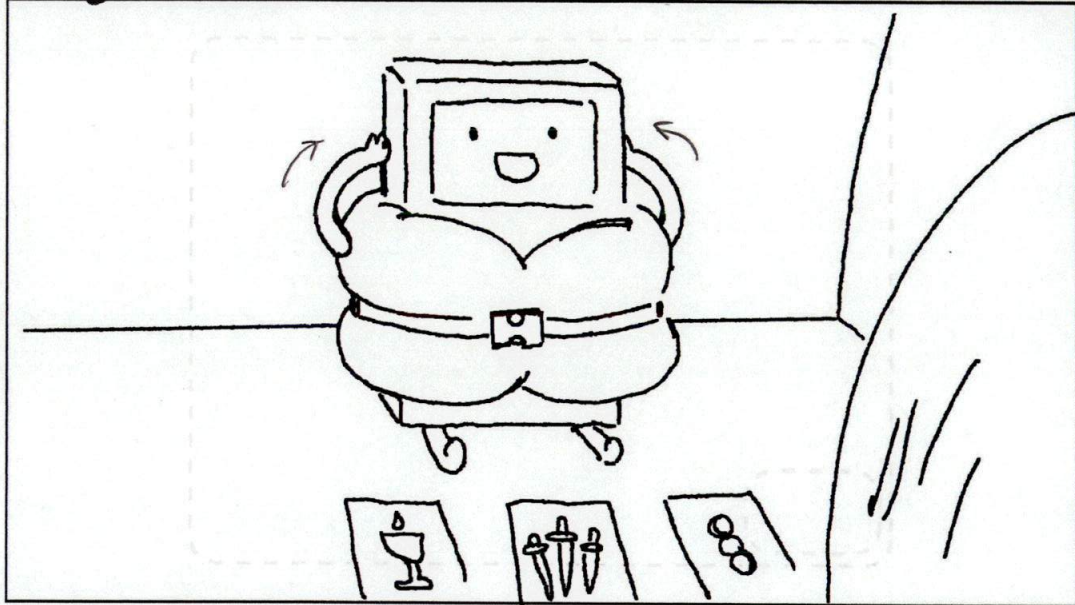


Sc. 13 CONT

Pnl. B

Bg.

day night

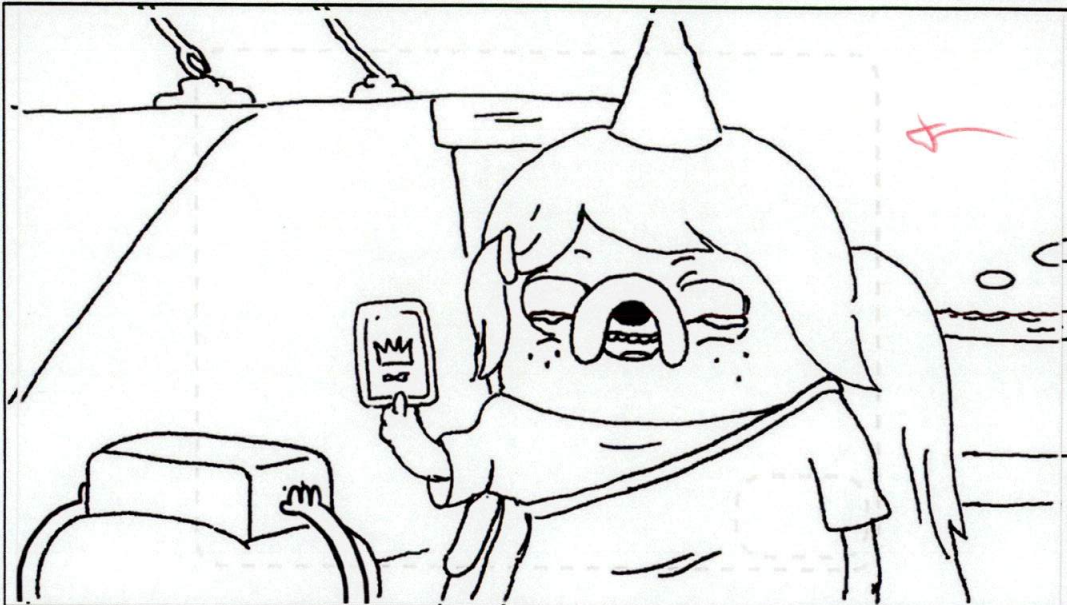


Sc. 14

Pnl. A

Bg.

day night



<p>Dialog:</p> <p>(B) UH OH!</p> <p>(C) (LAUGHING)</p>
<p>Action:</p> <p>- C'S EARS WATER A BIT.</p> <p>NOV 04 2015</p>
<p>Timing:</p>

EPISODE # 1034-238

Production :

1034/238

1034/238

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ADVENTURE TIME



Page 26

Sc. 14 *CONT*

Pnl. *β*

Bg.

day night



Sc. 14 *CONT*

Pnl. *c*

Bg.

day night



Dialog:

(C) (LAUGHING) (C)

I LOVE THE SEA!

Action:

WIPES A TEAR AWAY.

NOV 04 2015

Timing:



Production :

1034-238

EPISODE #

1034/238

1034/238

ADVENTURE TIME

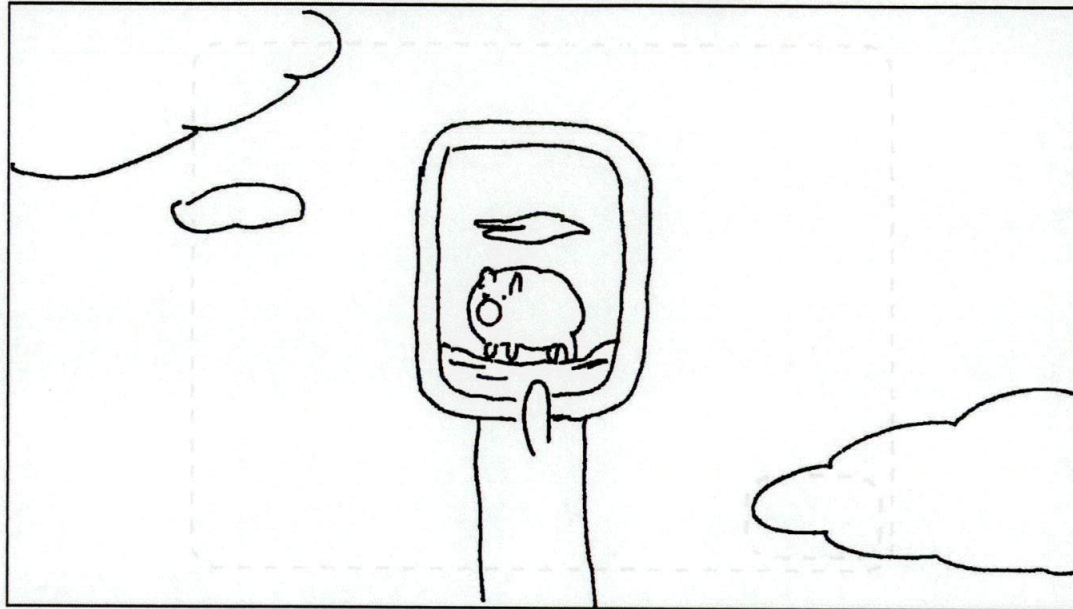


Sc. 19

Pnl. A

Bg.

day night

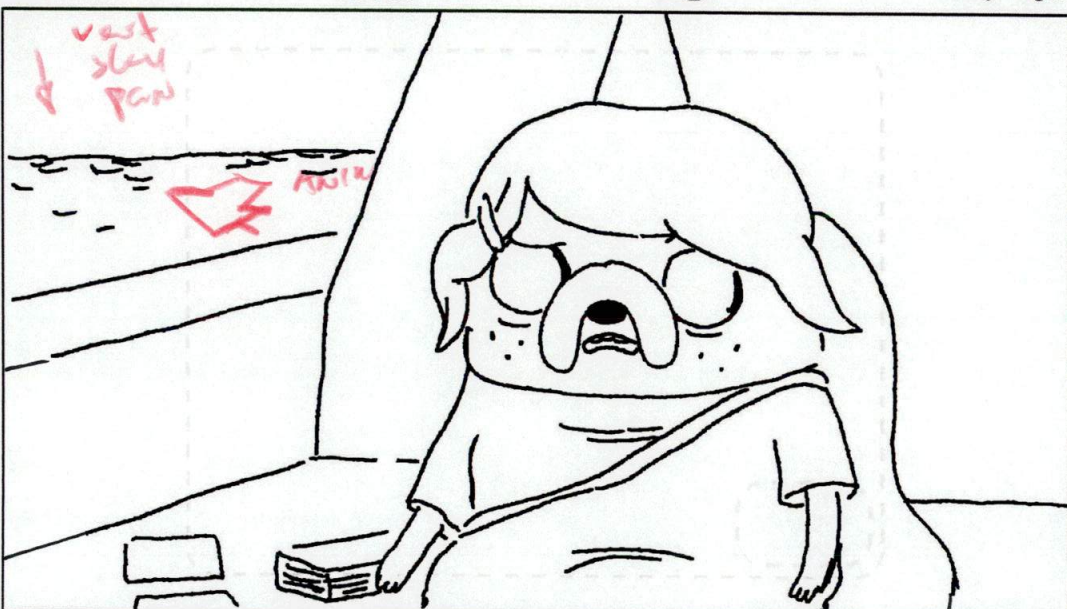


Sc. 20

Pnl. A

Bg.

day night



Dialog:

©/ WHAT?

Action:

≡ BEAT ≡

- CU of THE FIG.

NOV 04 2015

Timing:

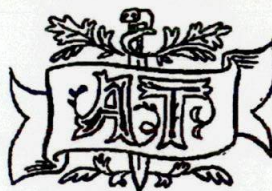
1034-238

EPISODE #

1034/238

Production :

ADVENTURE TIME



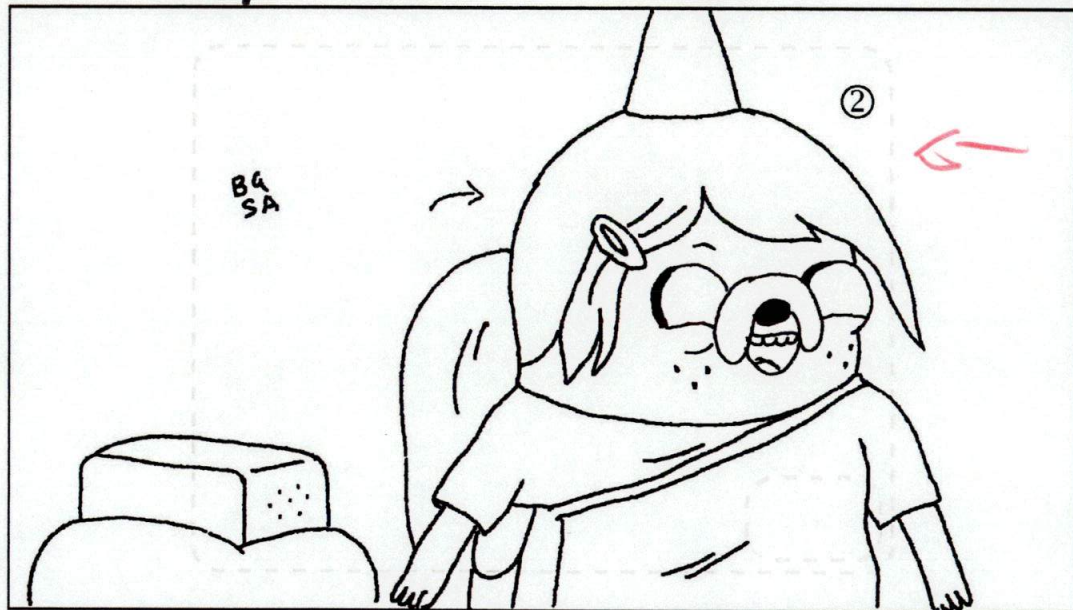
Page 27

Sc. 14 *cont*

Pnl. D

Bg.

day night

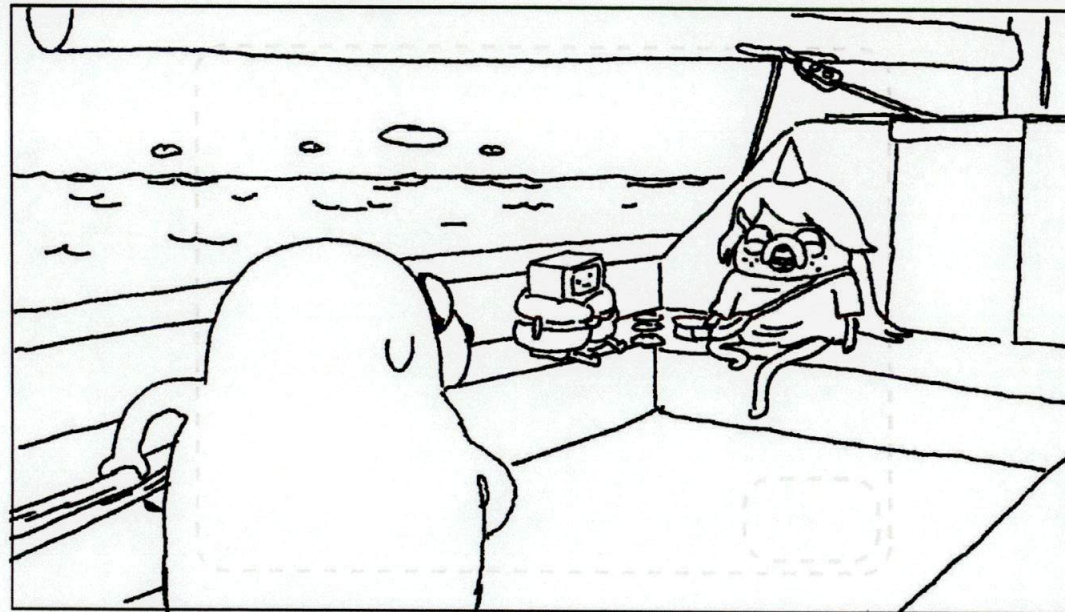


Sc. 15

Pnl. A

Bg.

day night



Dialog:

© HEY DAD !

© DING
PSE

© What -

Action:

Timing:



NOV 04 2015

EPISODE # 1034-238

1034/238

Production :

1034/238

ADVENTURE TIME



Sc. 15 *CONT* Pnl. 8 Bg. day night



Sc. 15 *CONT* Pnl. 9 Bg. day night



Dialog:	<p>© -- IF I CALLED YOU "POPPA"?</p>	<p>© "I LOVE THE SEA, POPPA!"</p>
Action:	<p>NOV 04 2015</p>	
Timing:		

EPISODE # 1034-238

1034/238

Production :

1034/238

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ADVENTURE TIME



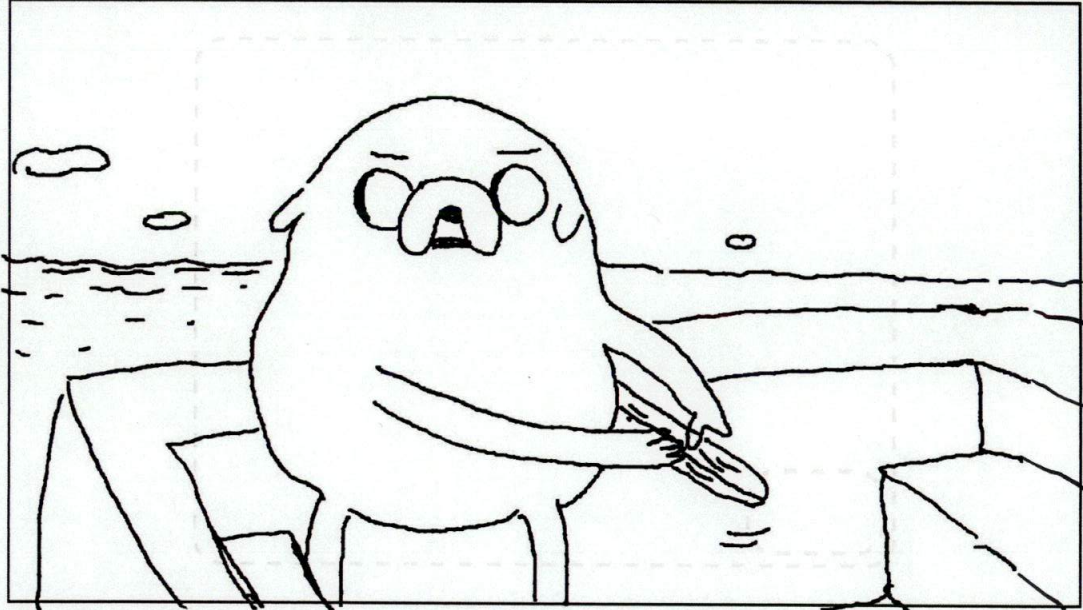
Page 29

Sc. 16

Pnl. A

Bg.

day night

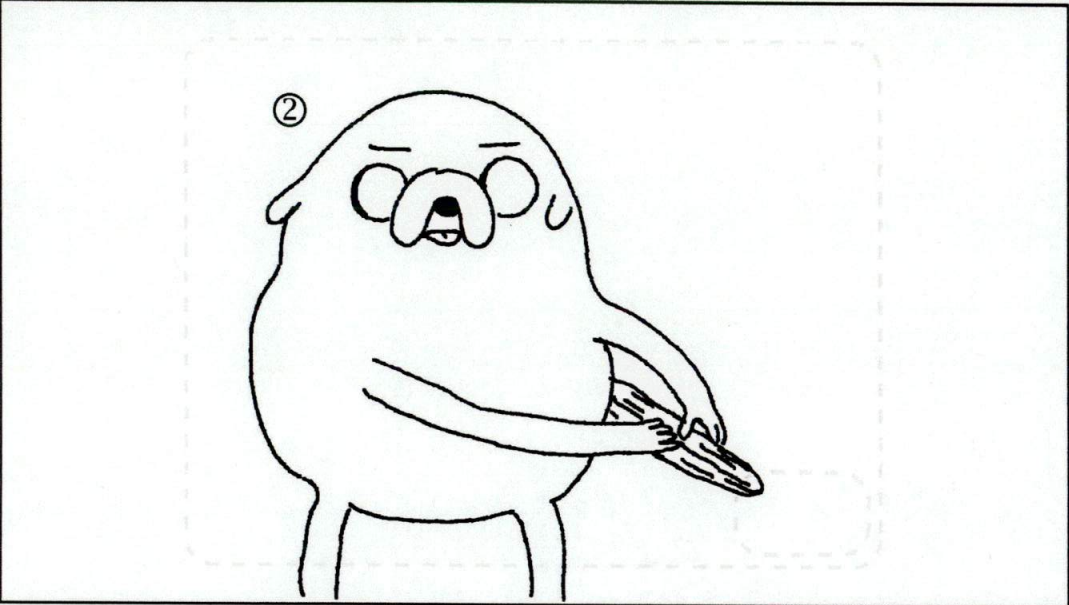


Sc. 16 *cont*

Pnl. B

Bg.

day night



Dialog:

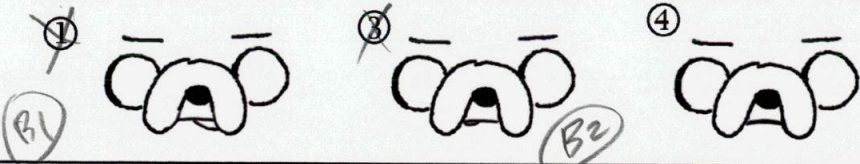
U UH HUH THAT'S GOOD,
SWEETIE.

Action:

== LICKS LIPS ==

NOV 04 2015

Timing:



EPISODE # 1034-238

Production :

1034/238

1034/238

1034/238

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ADVENTURE TIME



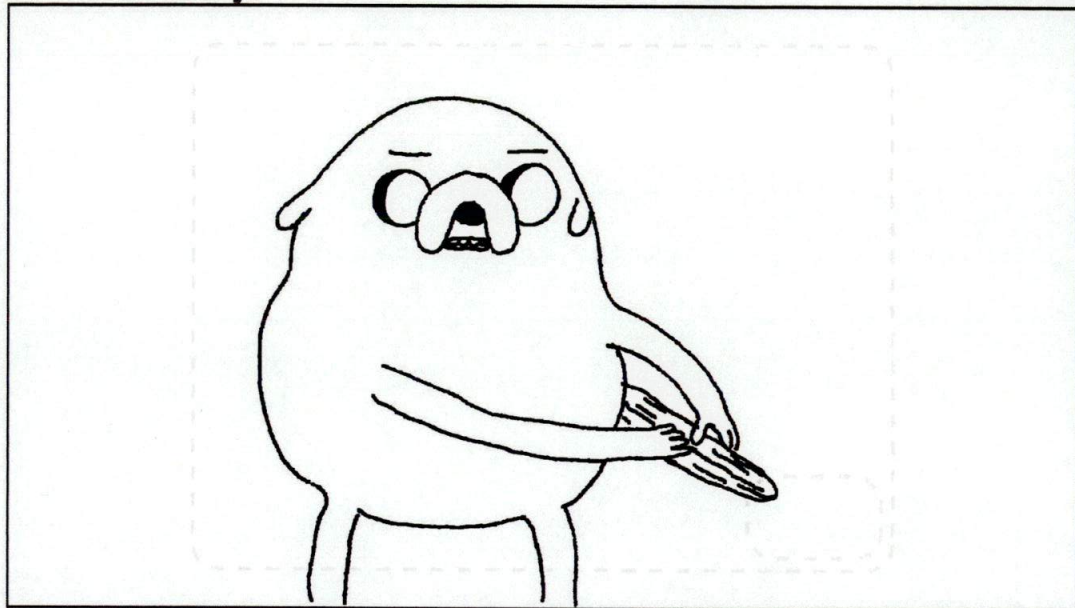
Page 30

Sc. 16 *CONT*

Pnl. c

Bg.

day night



Sc. 17

Pnl. A

Bg.

day night



Dialog:

J HOW ARE YOUR CARD
FINGERS FEELING.

C THAT'S A WIERD THING
TO SAY , POPPA.

Action:

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

Production :

1034/238

ADVENTURE TIME



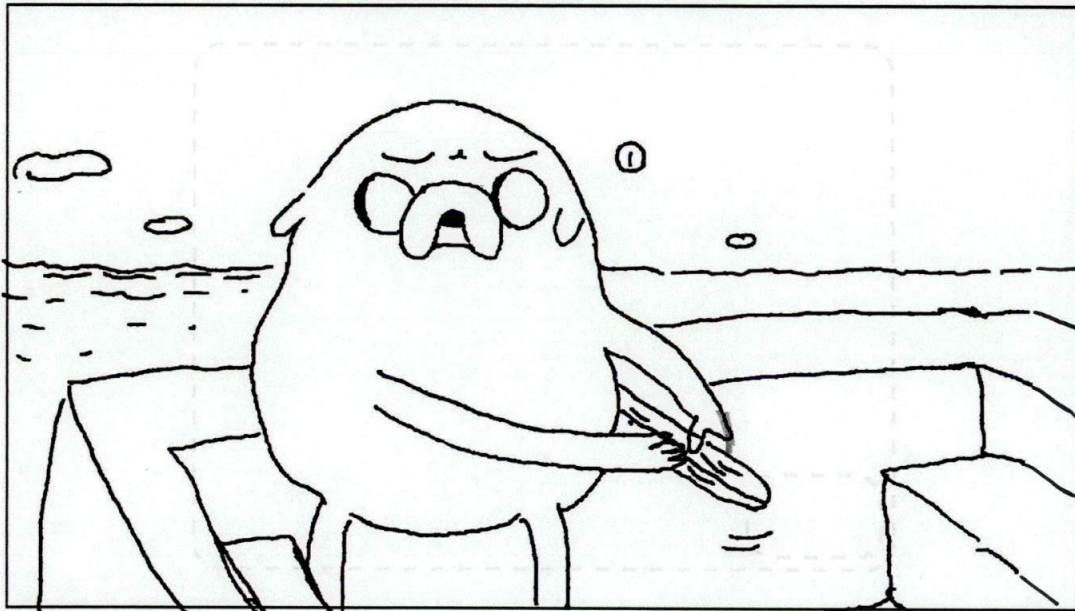
Page 31

Sc. 18

Pnl. A

Bg.

day night

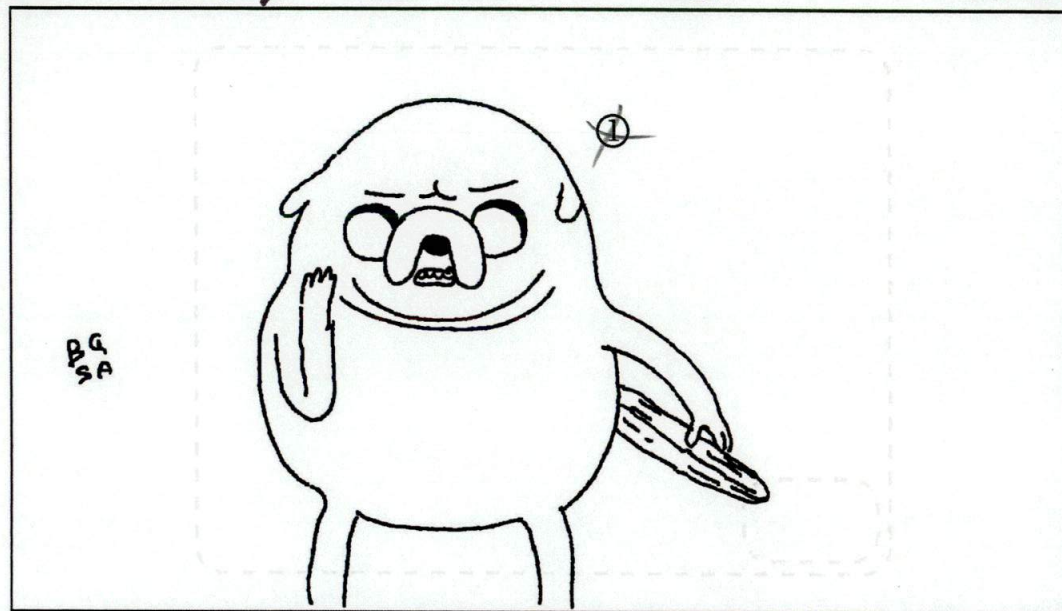


Sc. 18 *CONT*

Pnl. B

Bg.

day night



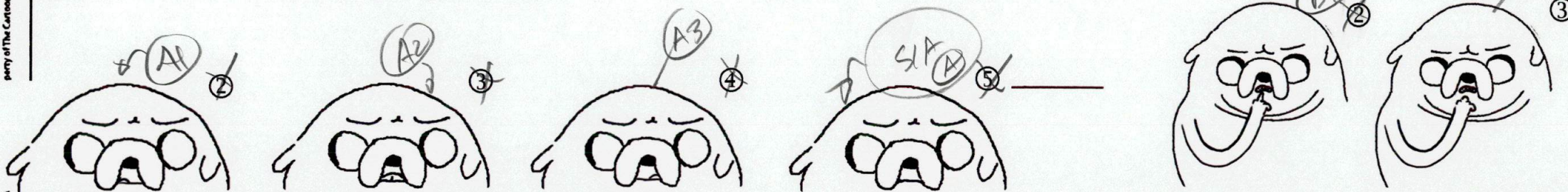
Dialog:

① Have you seen cards--

NOV 04 2010

Action:

JAKE LICKS LIPS AGAIN.



Production :

EPISODE #

1034-238

1034/238

ADVENTURE TIME



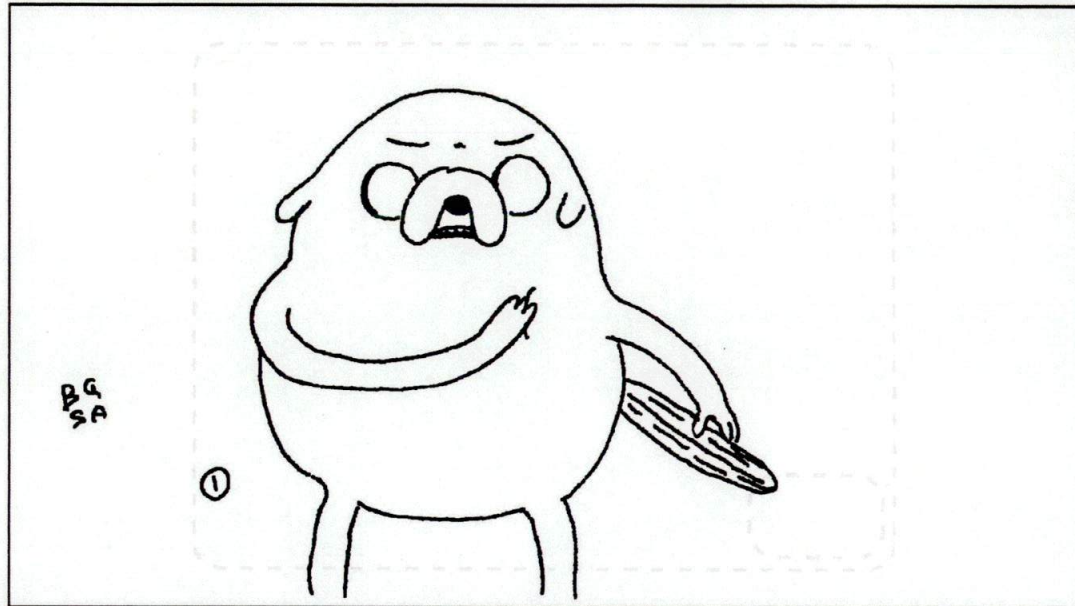
Page **32**

Sc. 18 *CONT*

Pnl. C

Bg.

day night

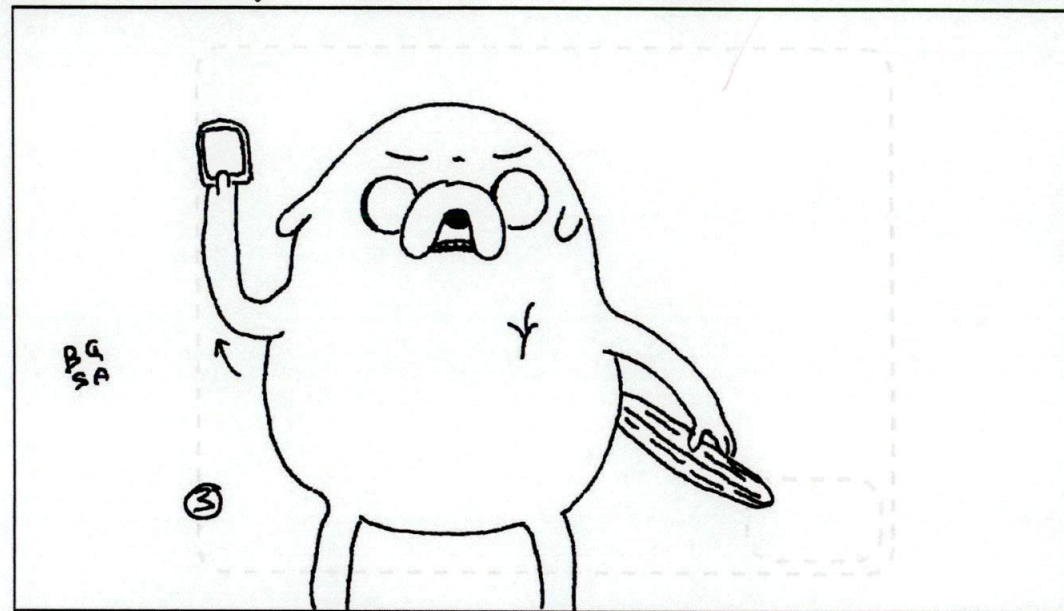


Sc. 18 *CONT*

Pnl. D

Bg.

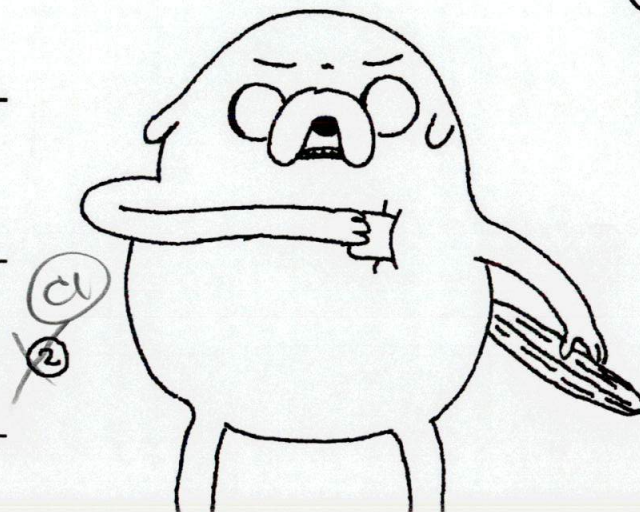
day night



Dialog:

Action:

Timing:



U. ...

LIKE THIS?

- PULLS A CARD FROM HIS HEART.

NOV 04 2015

Production :

EPISODE # 1034-238

1034/238

1034/238

ADVENTURE TIME



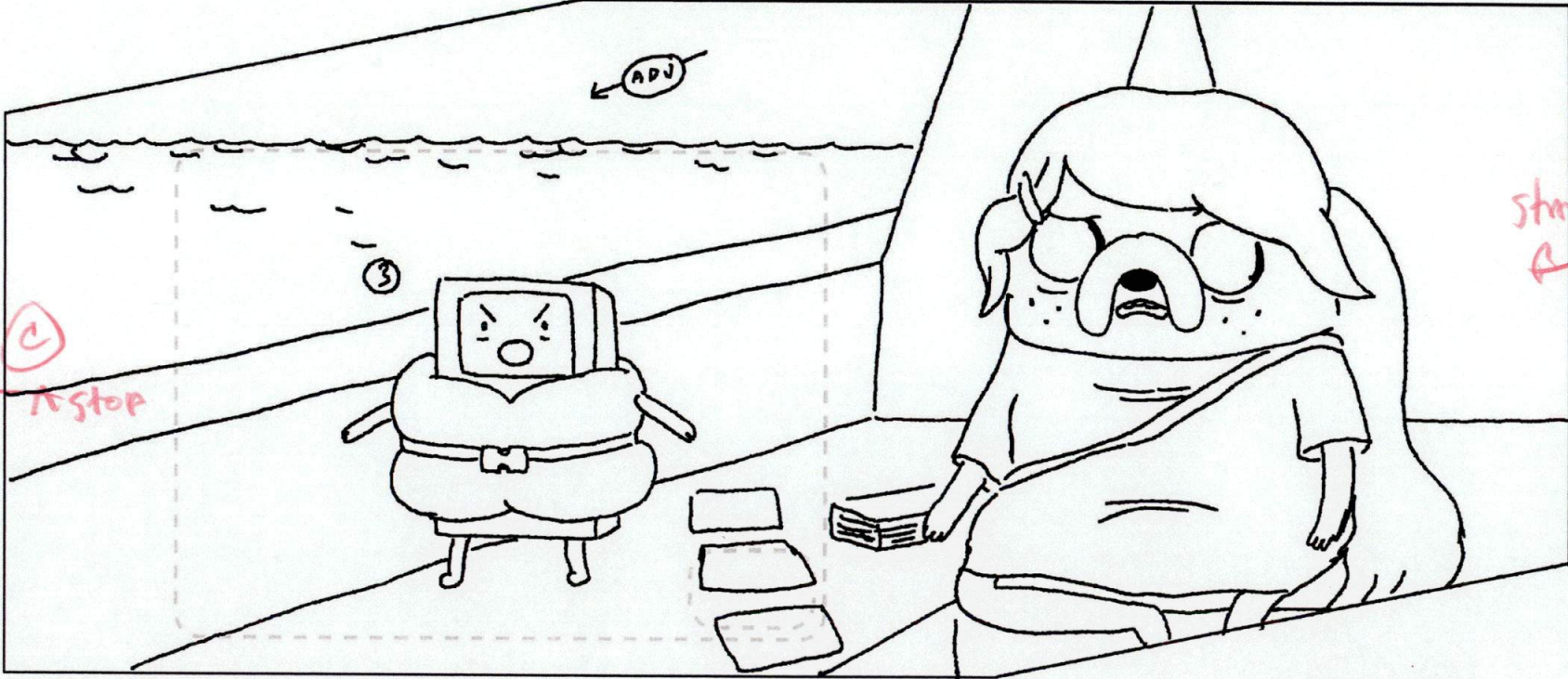
1034-238

1034/238

Production :

1034/238

Sc. 20 *cont* Pnl. B Bg. day night



EPISODE #

NOV 04 2015

- BMO GETS TO HIS FEET QUICKLY.

(B) NOT TODAY!!!!

1034/238

ADVENTURE TIME



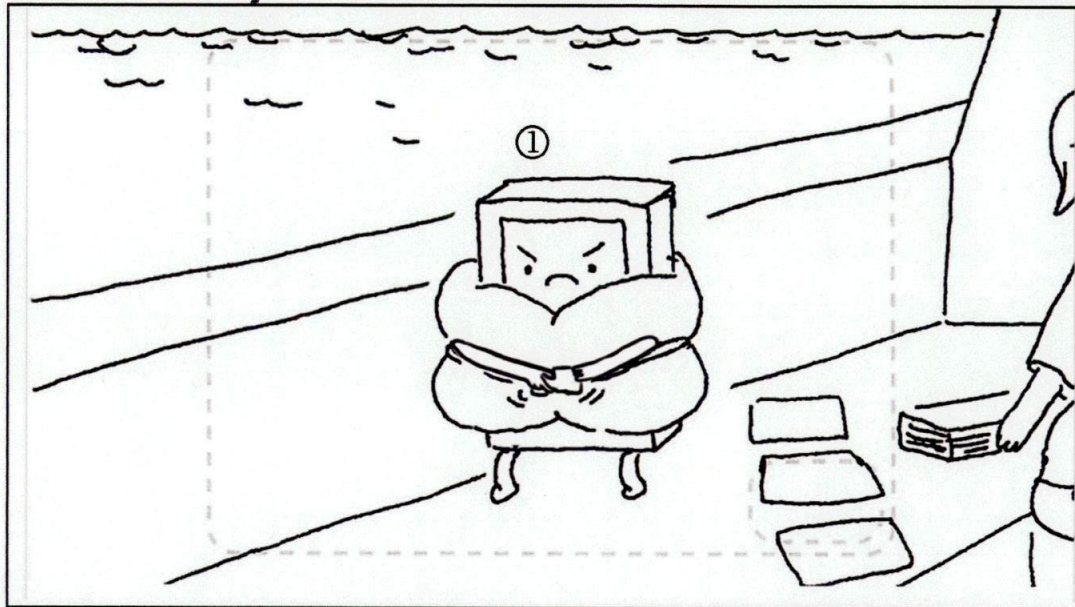
Page **35**

Sc. 20 **CONT**

Pnl. **C1**

Bg.

day night

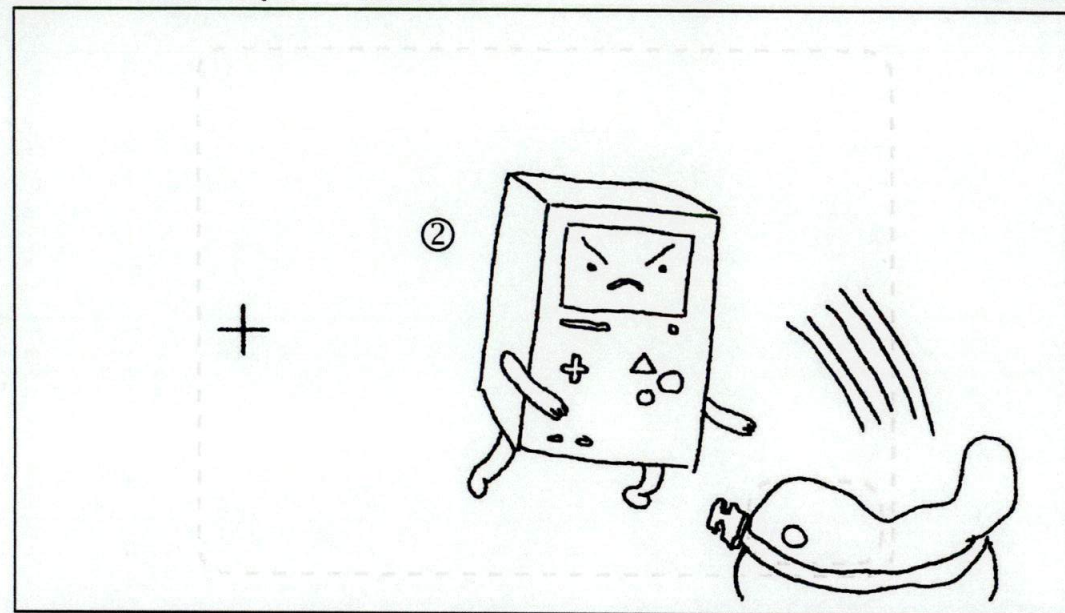


Sc. 20 **CONT**

Pnl. **D**

Bg.

day night



Dialog:

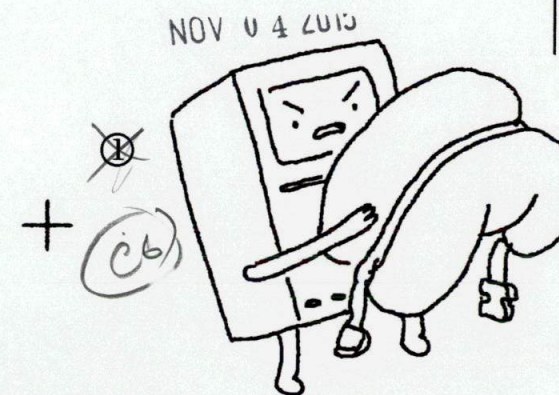
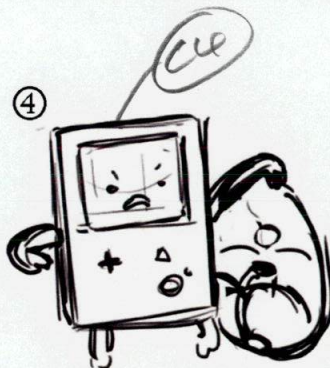
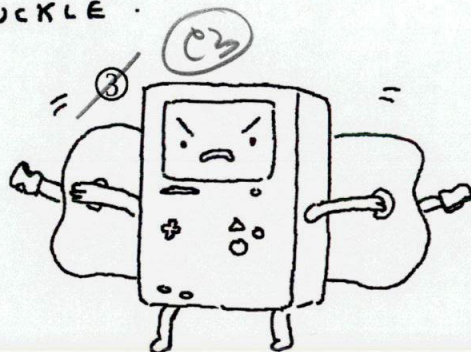
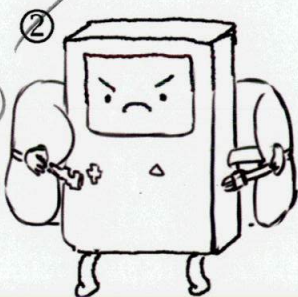
SFX: * CLICK *

Action:

-BMO FIDDLES WITH BUCKLE.

Timing:

CR
IAB
ROSE



Production :

EPISODE # **1034-238**

1034/238

1034/238

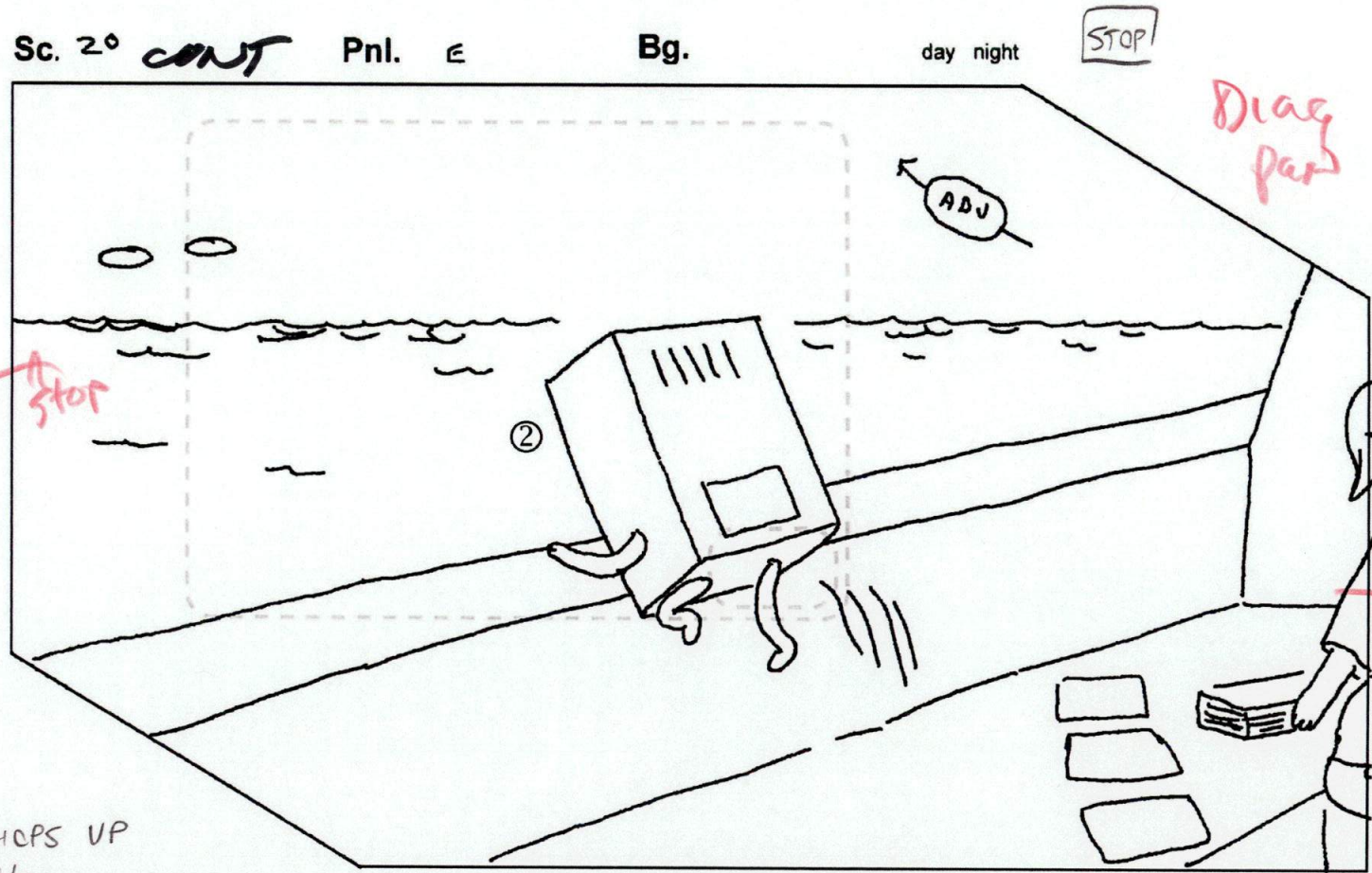
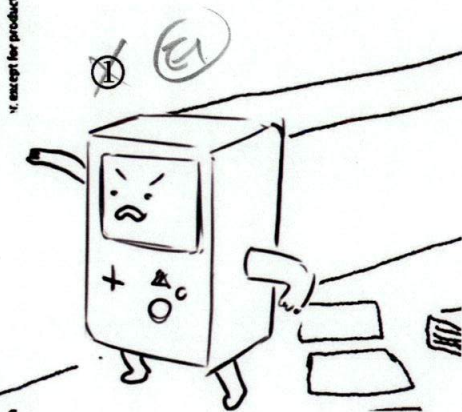
1034/238

ADVENTURE TIME



1034/238

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- BMO HOPS UP TO RAIL.
- ADV. W/ ACTION.

B/ NO CARD WARS!

NOV 04 2015

1034-238

EPISODE #

1034/238

Production :

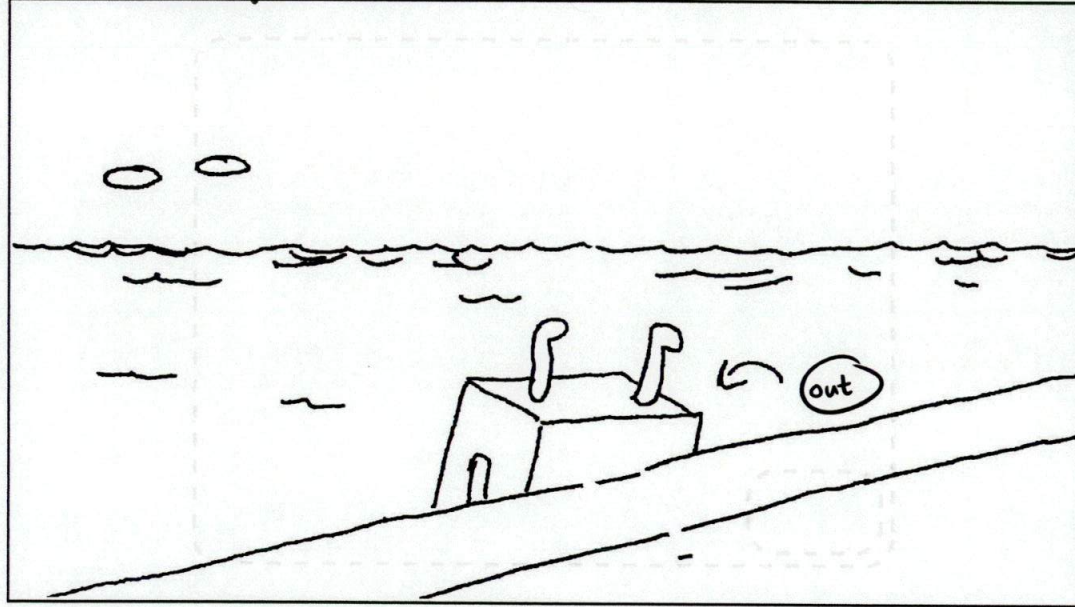
1034/238

ADVENTURE TIME

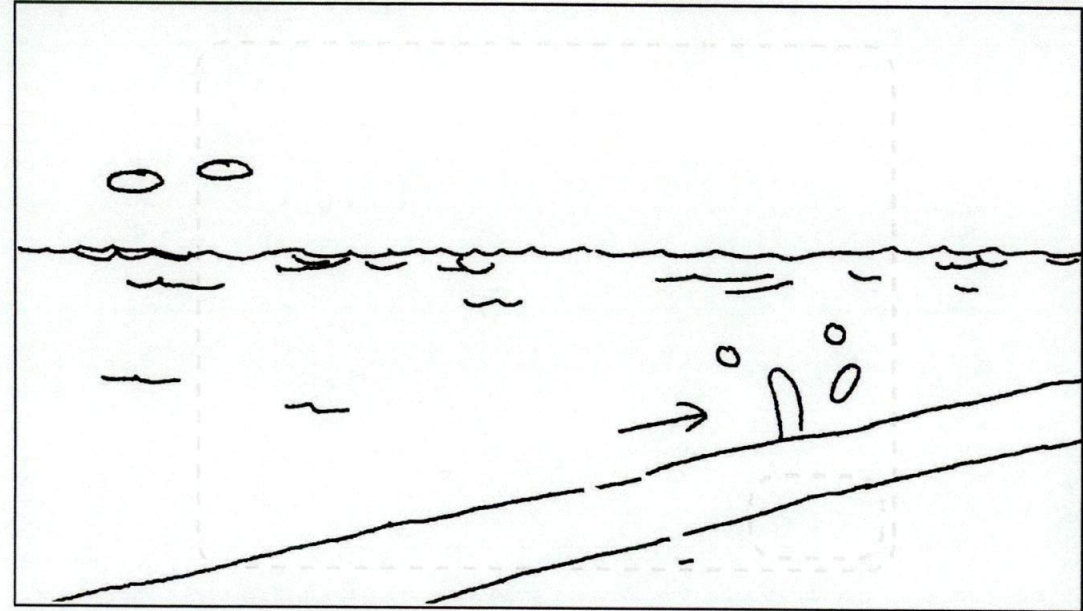


Page 37

Sc. 20 *cont* Pnl. f Bg. day night



Sc. 20 *cont* Pnl. G Bg. day night



Dialog:

~~SFX~~ BLOOP!

Action:

-BMO TOPPLES OVER RAIL.

NOV 04 2013

Timing:

1034-238

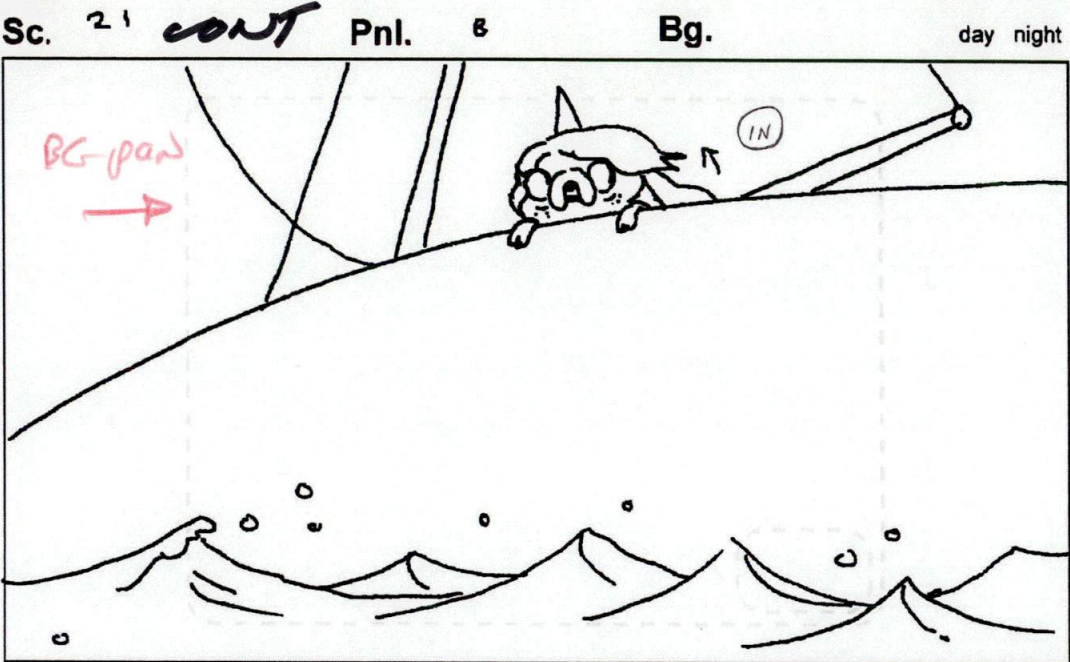
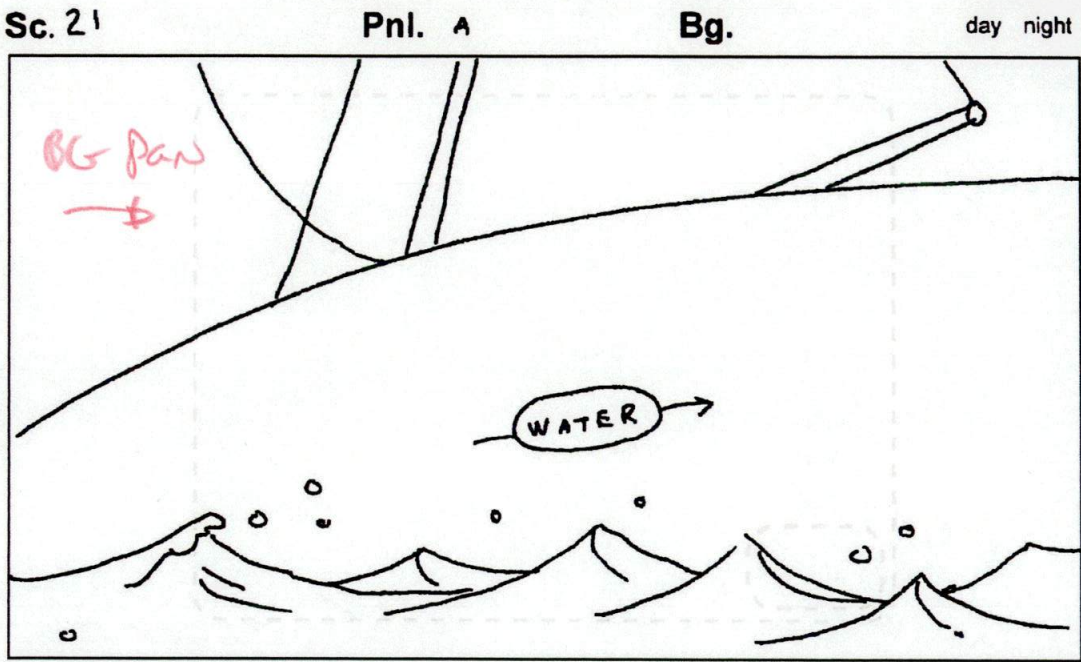
EPISODE #

1034/238

Production :

1034/238

ADVENTURE TIME



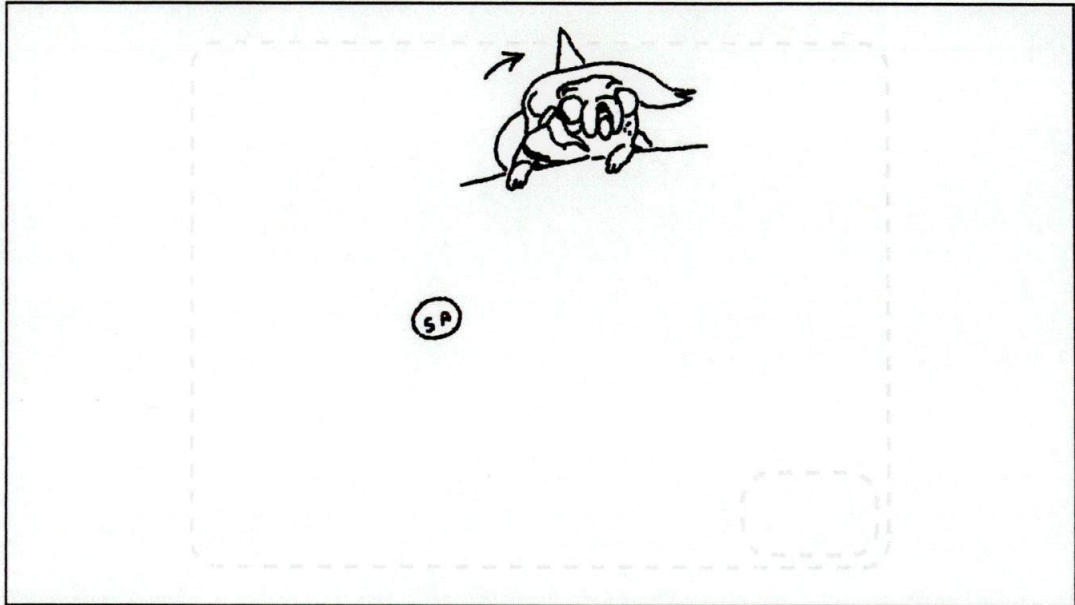
Dialog:	
Action:	- CHARLIE RUSHES TO RAIL. NOV 04 2016
Timing:	

1034-238
EPISODE #
Production :

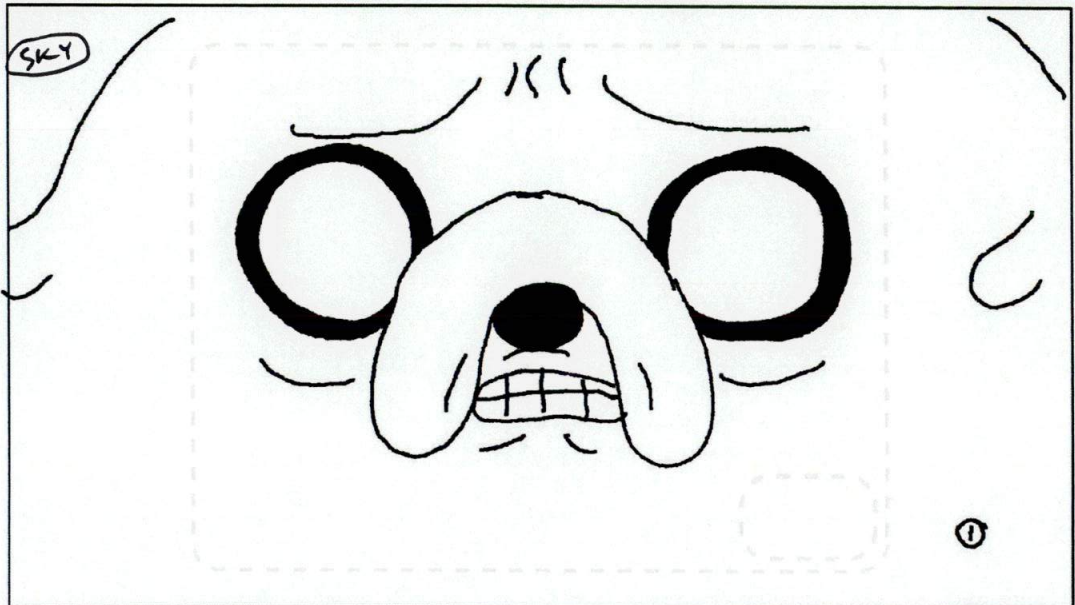
ADVENTURE TIME



Sc. 21 *CONT* Pnl. *c* Bg. day night



Sc. 22 Pnl. A Bg. day night



Dialog:	<i>(c)</i> SHE SUNK LIKE A STONE!!!	<i>(u)</i> NNNN!
Action:	NOV 04 2015	
Timing:		

1034-238
EPISODE #
1034/238
Production :

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1034/238

ADVENTURE TIME



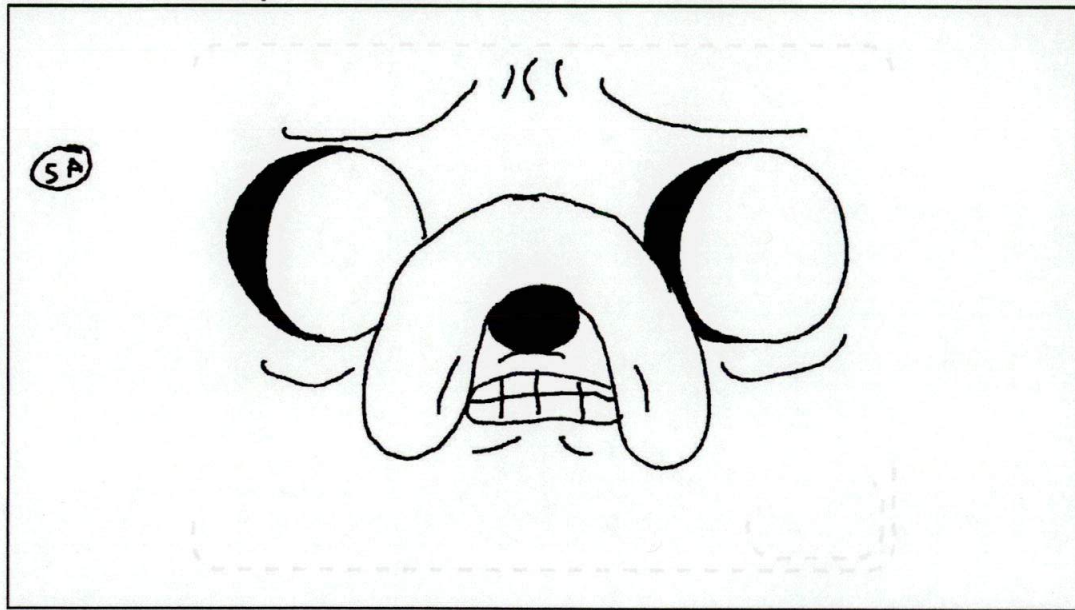
Page 40

Sc. 22 *cont*

Pnl. 8

Bg.

day night

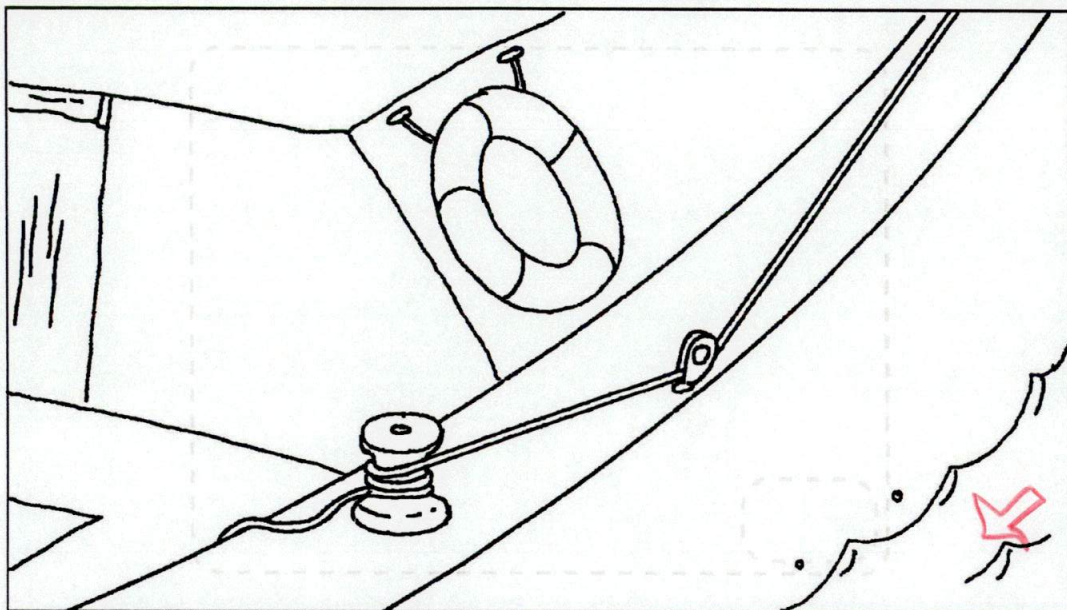


Sc. 23

Pnl. A

Bg.

day night



Dialog:	
Action:	- JAKE LOOKS RIGHT.
Timing:	

NOV 04 2015

Production :

EPISODE #

1034-238

1034/238

1034/238

1034/238

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ADVENTURE TIME



Page 41

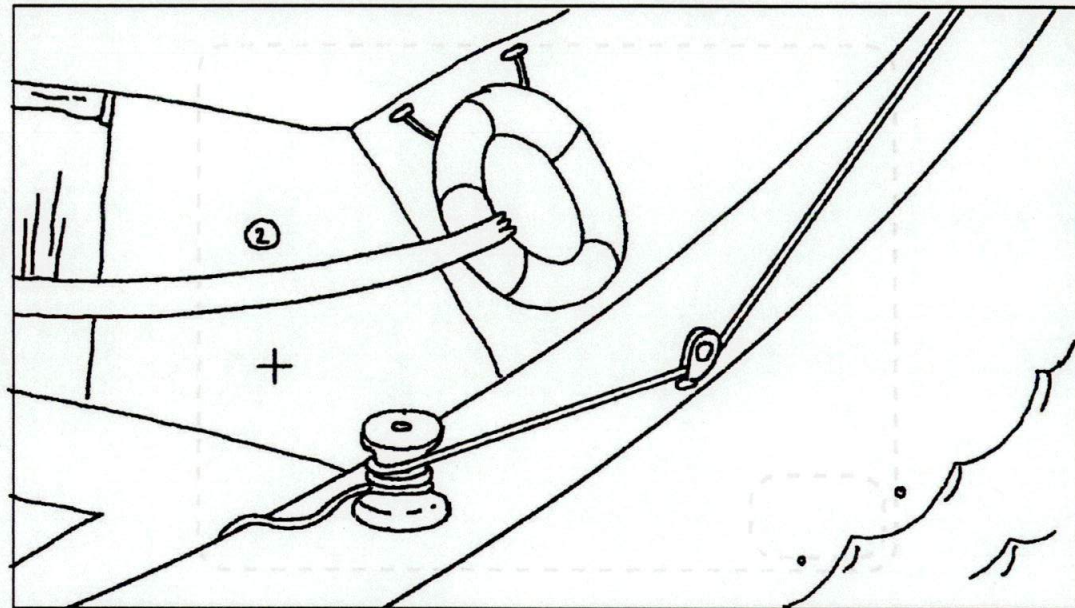
42A NEXT

Sc. 23 *CONT*

Pnl. B

Bg.

day night

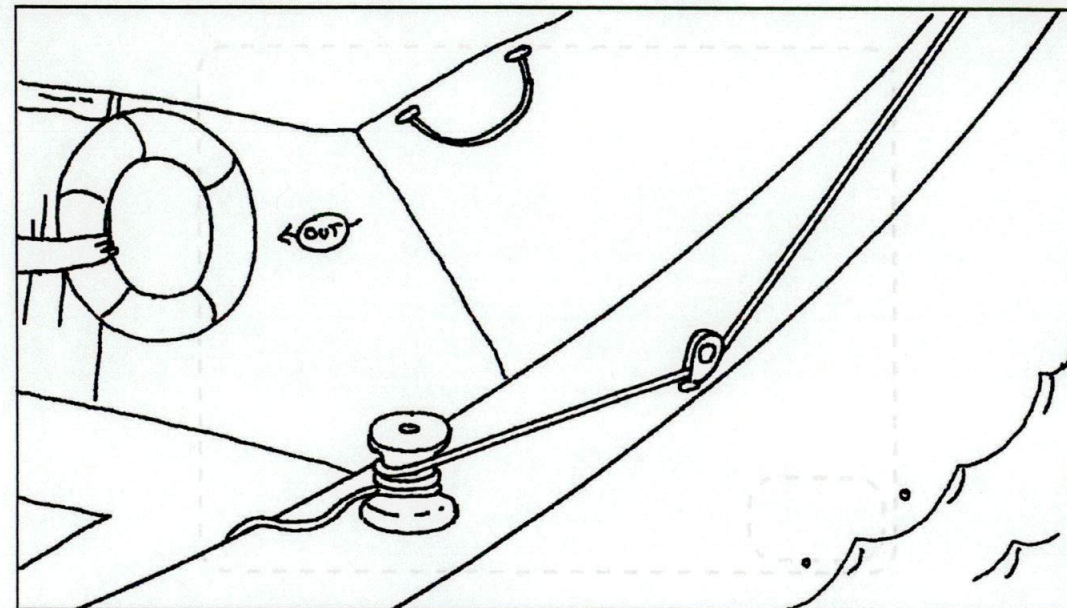


Sc. 23 *CONT*

Pnl. C

Bg.

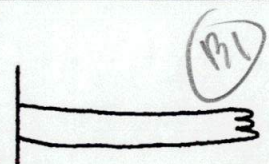
day night



Dialog:

Action:

Timing:



+

- J.'S HAND STRETCHES
ON/S TO GRAB LIFE PRESERVER,

NOV 04 2015

Production :

EPISODE #

1034-238

1034/238

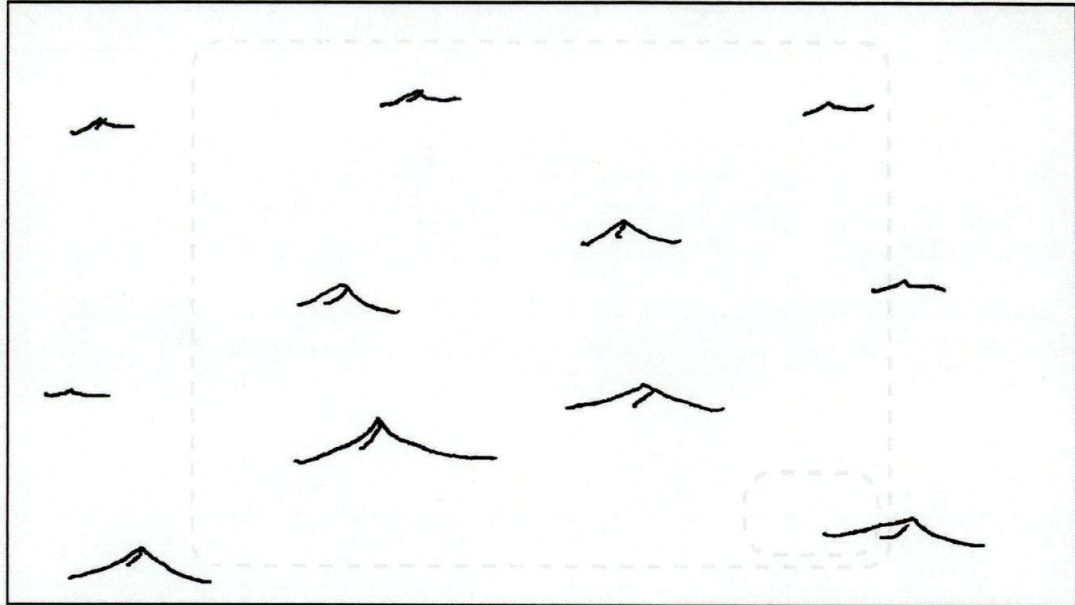
1034/238

ADVENTURE TIME



Page **42 A**
42B NEXT

Sc. 24 Pnl. A Bg. day night



Sc. 24 **CONT** Pnl. B Bg. day night



Dialog:	
Action:	- LIFE PRESERVER FLIES ON/S. NOV 04 2015
Timing:	

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1034/238

Production :

1034/238

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1034/238

ADVENTURE TIME

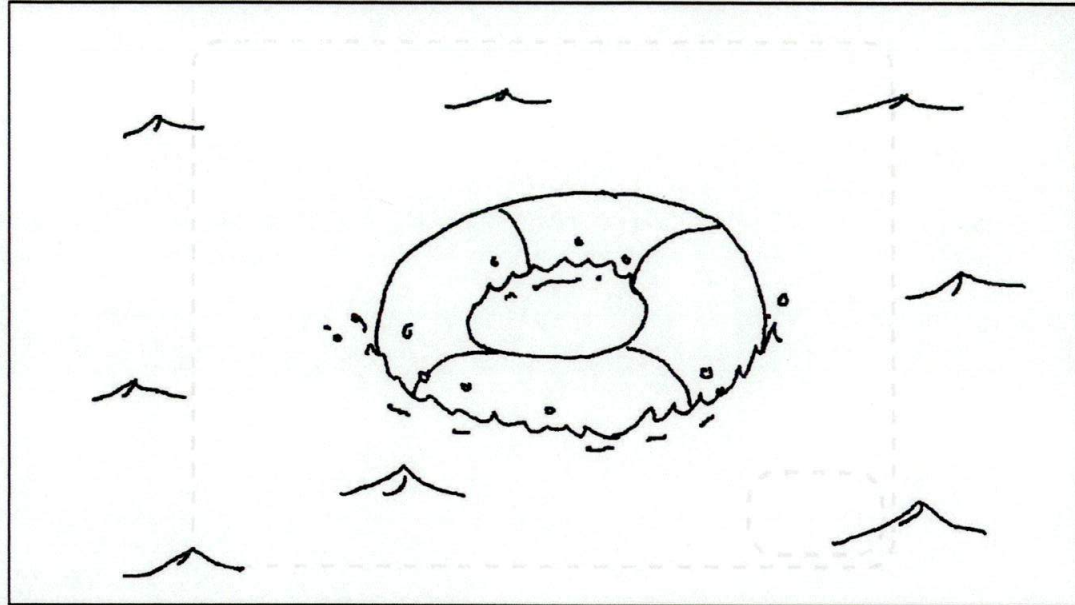


Sc. 24 *cont*

Pnl. C

Bg.

day night

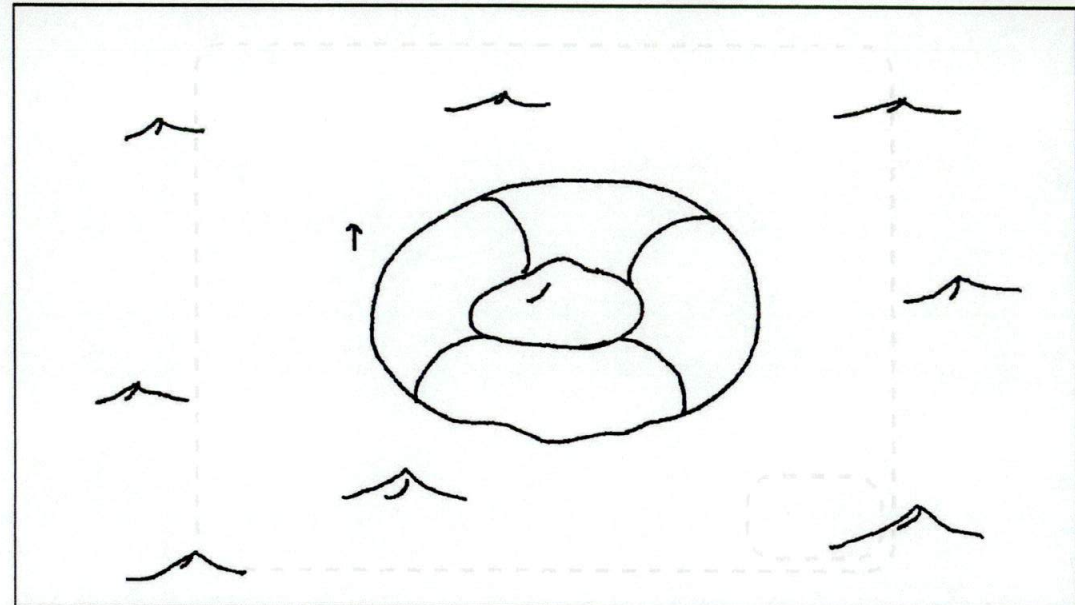


Sc. 24 *cont*

Pnl. D

Bg.

day night



Page *42 B*
43 NEXT

Dialog:

(SFX) : SPLISH, ! :

Action:

- L. PRESERVER BOBS IN PLACE.

NOV 04 2016

Timing:

*very bob
Action*



1034-238

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Production :

1034/238

1034/238

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ADVENTURE TIME



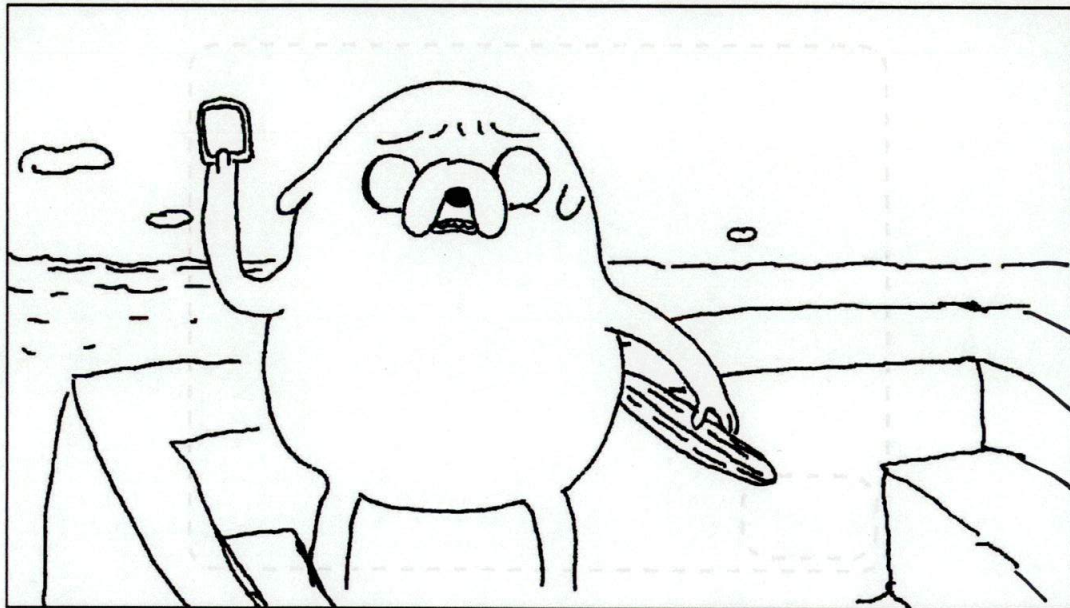
Page ⁴³
~~43~~ **ANEXT**
 day night

Sc. 25

Pnl. A

Bg.

day night



Sc. 25 *cont*

Pnl. B

Bg.



Dialog:

① AHH,
 THERE'S NO TIME,
 TO GO BACK

① THE TOURNEY STARTS
 IN AN HOUR.

Action:

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

Production :

1034/238

ADVENTURE TIME

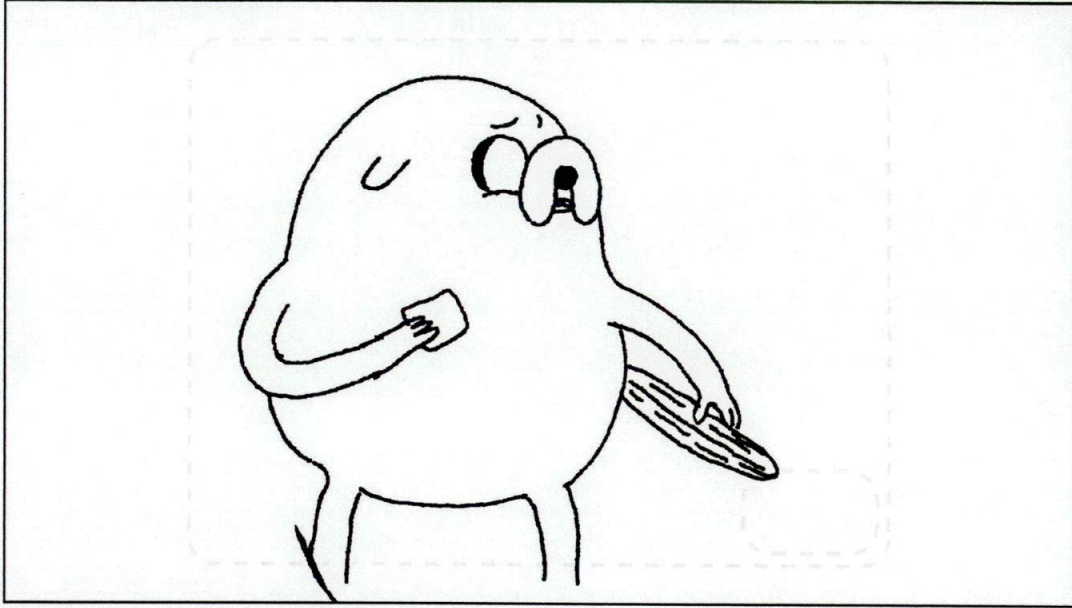


Sc. 25 *CONT*

Pnl. *C*

Bg.

day night

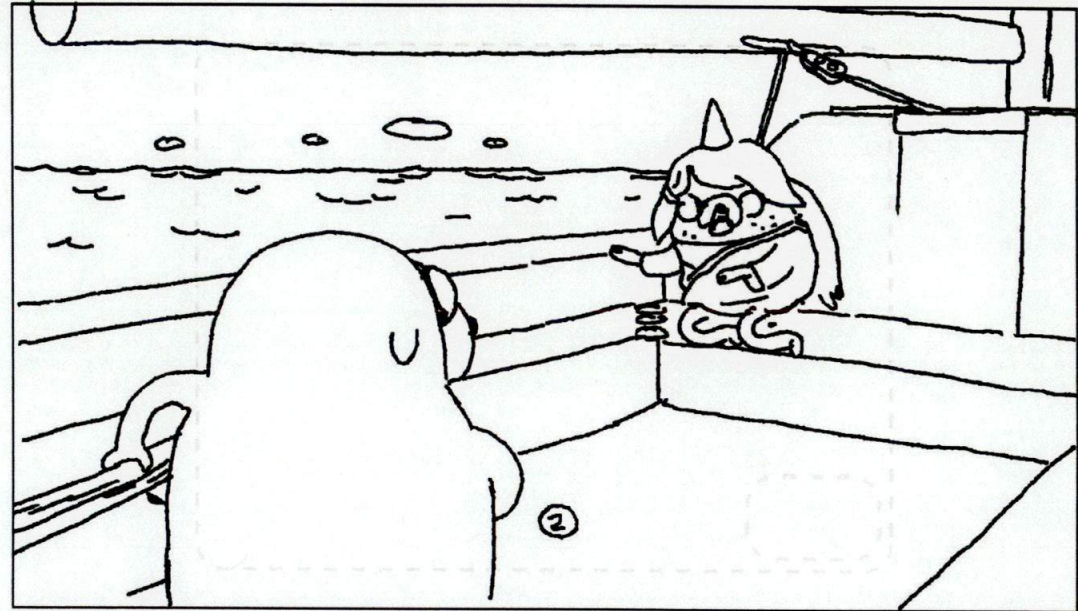


Sc. 26

Pnl. *A*

Bg.

Page *43 A*
44 NEXT
day night



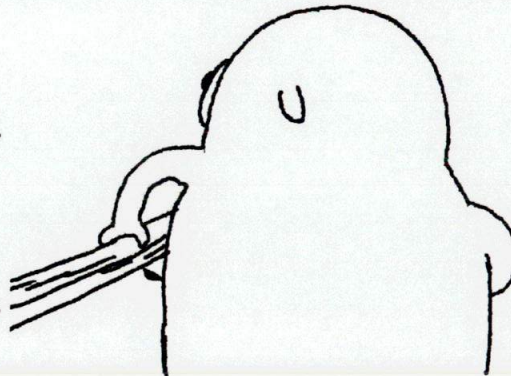
Dialog:

Q BMO'S ALWAYS FINE.

C I DON'T UNDERSTAND!

Action:

Timing:



NOV 04 2015

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ADVENTURE TIME



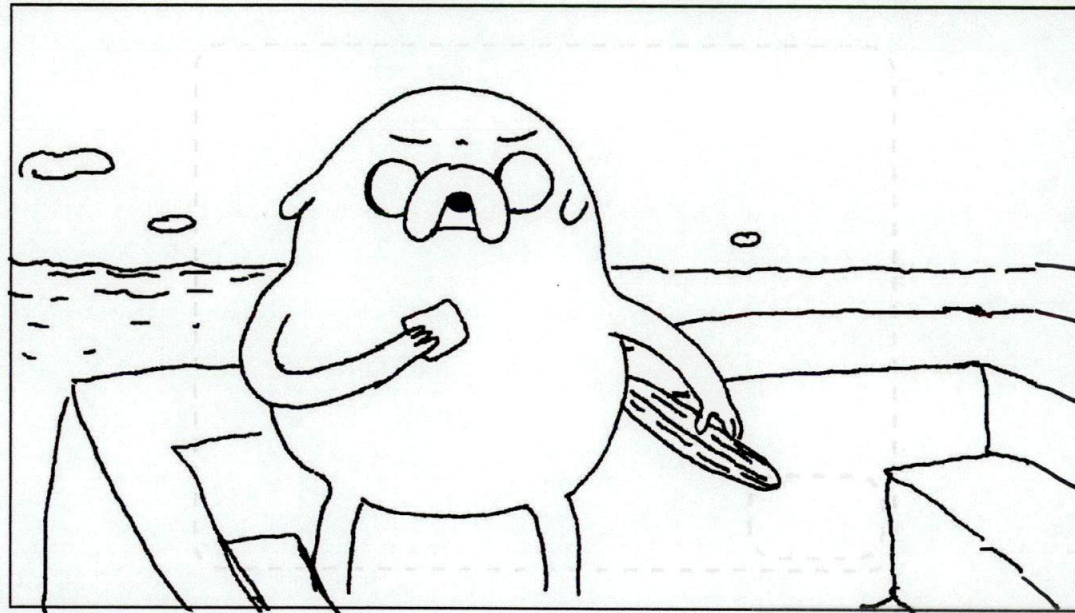
Page 44

Sc. 27

Pnl. A

Bg.

day night

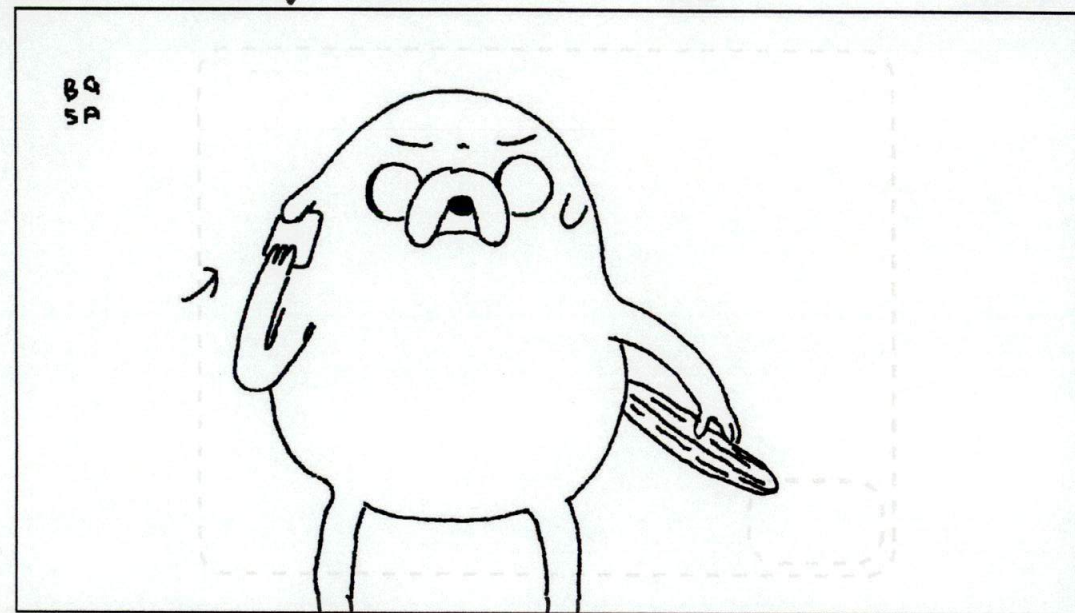


Sc. 27 *CONT*

Pnl. B

Bg.

day night

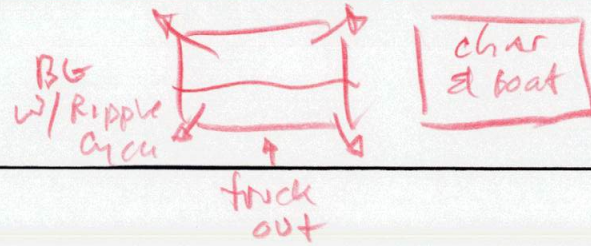


Dialog:

Action:

≡ BEAT ≡

Timing:



Ⓡ EAR into
4x ~~small~~ small way
cycle
w/ card
stuck in

-J. TUCKS CARD UNDER EAR.

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EPISODE #

1034-238

1034/238

1034/238

1034/238

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ADVENTURE TIME



Sc. 27 *cont*

Pnl. C

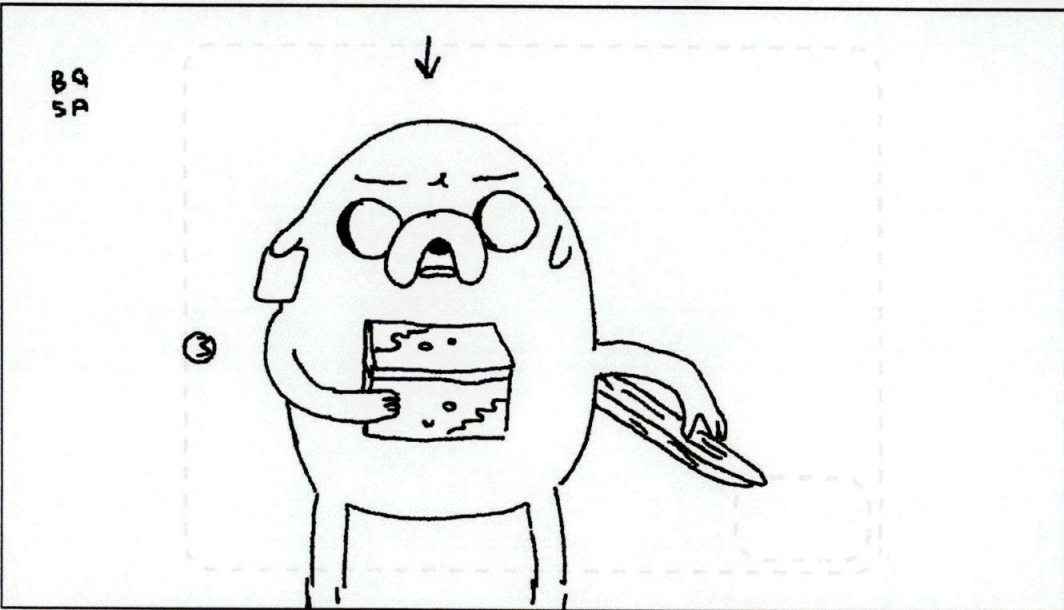
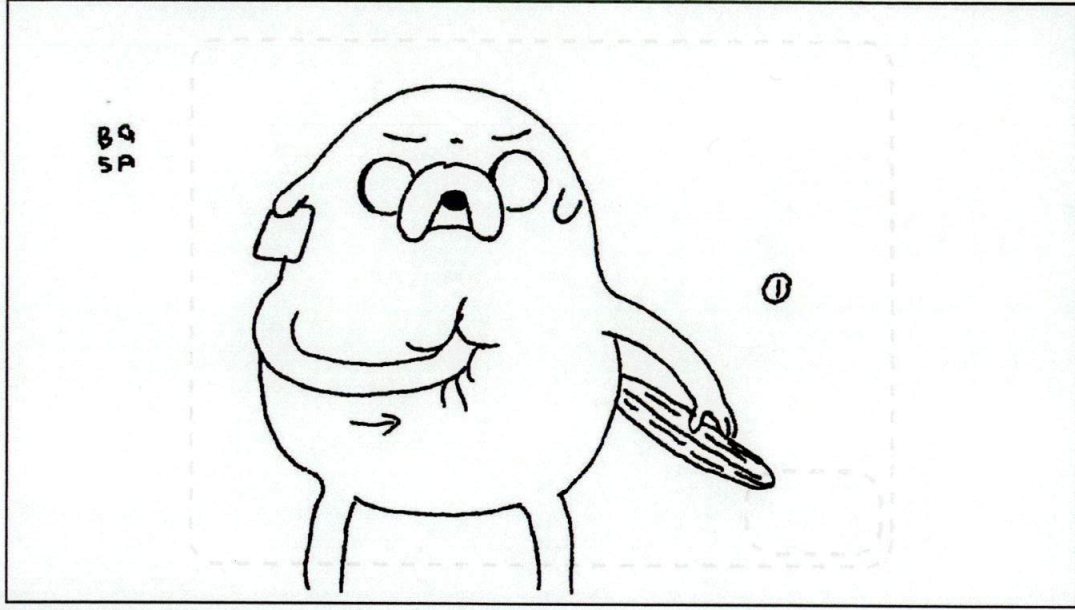
Bg.

day night

Sc. 27 *cont*

Pnl. D

Bg.

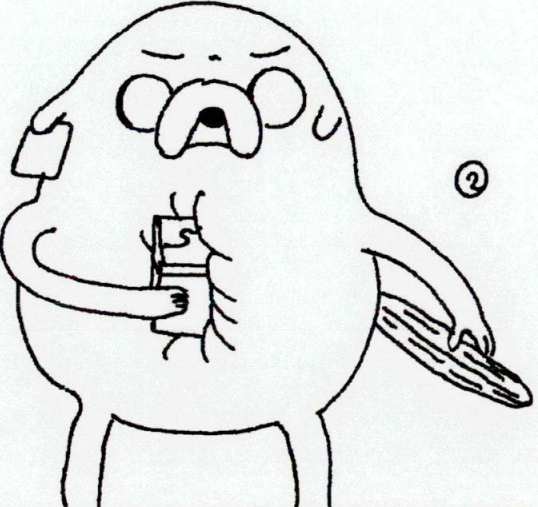


Dialog:

Action:

- J. REACHES
INTO BODY

Timing:



① CARD WARS :

- JAKE SHRINKS FROM
THE MASS OF CARD WARS
BEING REMOVED FROM HIS
BODY

NOV 04 2015

Production :

1034-238

1034/238

1034/238

1034/238

ADVENTURE TIME



Sc. 28

Pnl. A

Bg.

day night

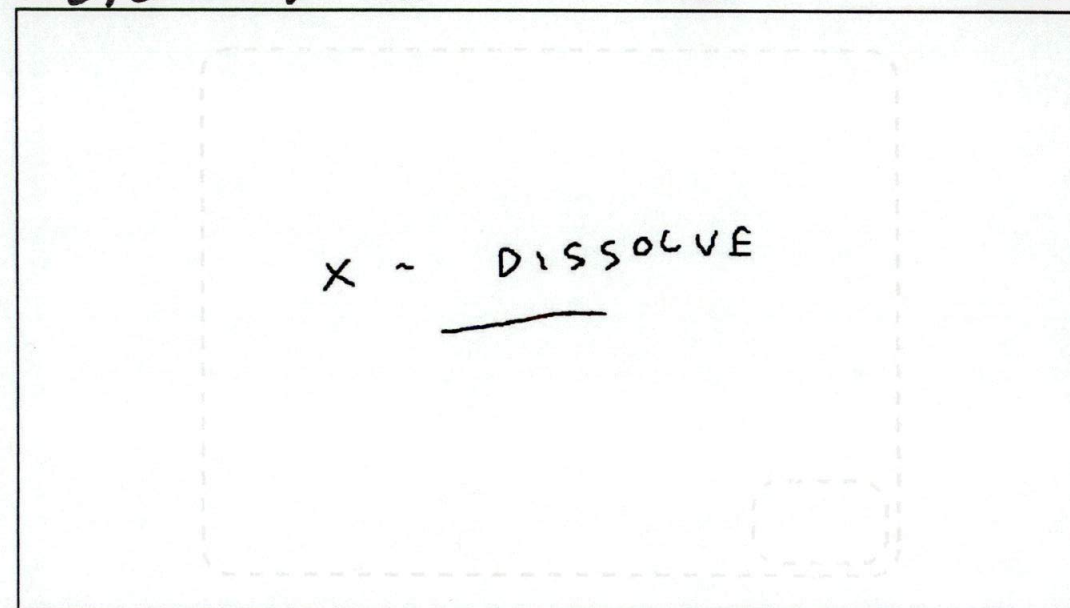
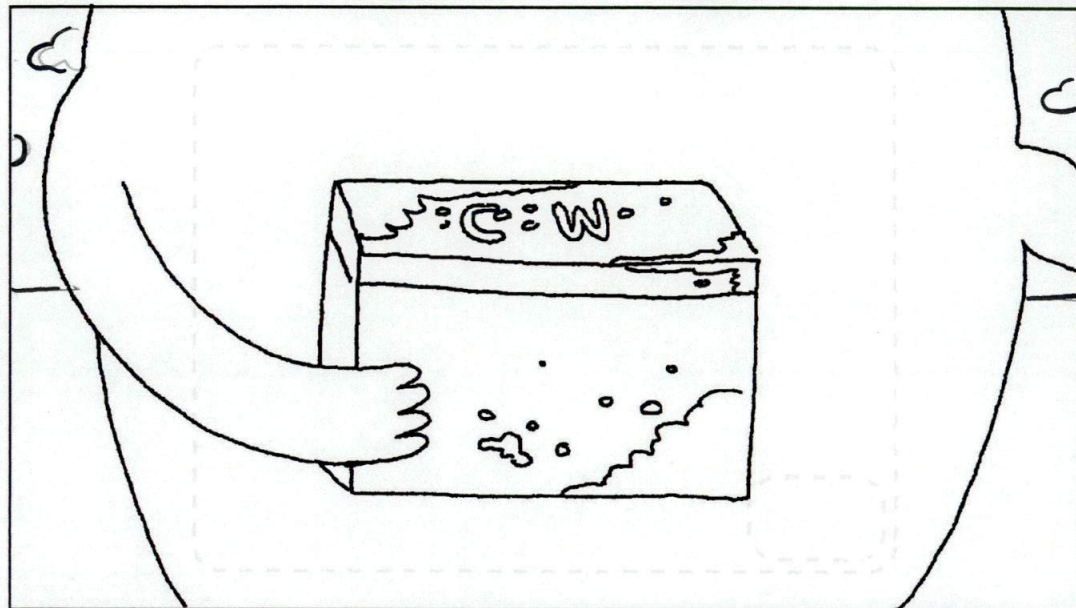
Sc.

28 CONT

Pnl. /

Bg. /

Page 46A
46B NEXT
day night



Dialog:

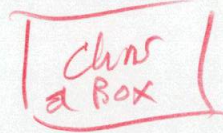
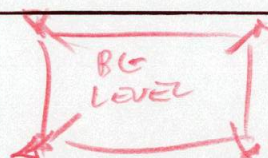
① THE GREAT & VENERABLE -

~~XX~~ X DISS

Action:

NOV 04 2015

Timing:



truck out

EPISODE # 1034-238

1034/238

Production :

1034/238

ADVENTURE TIME



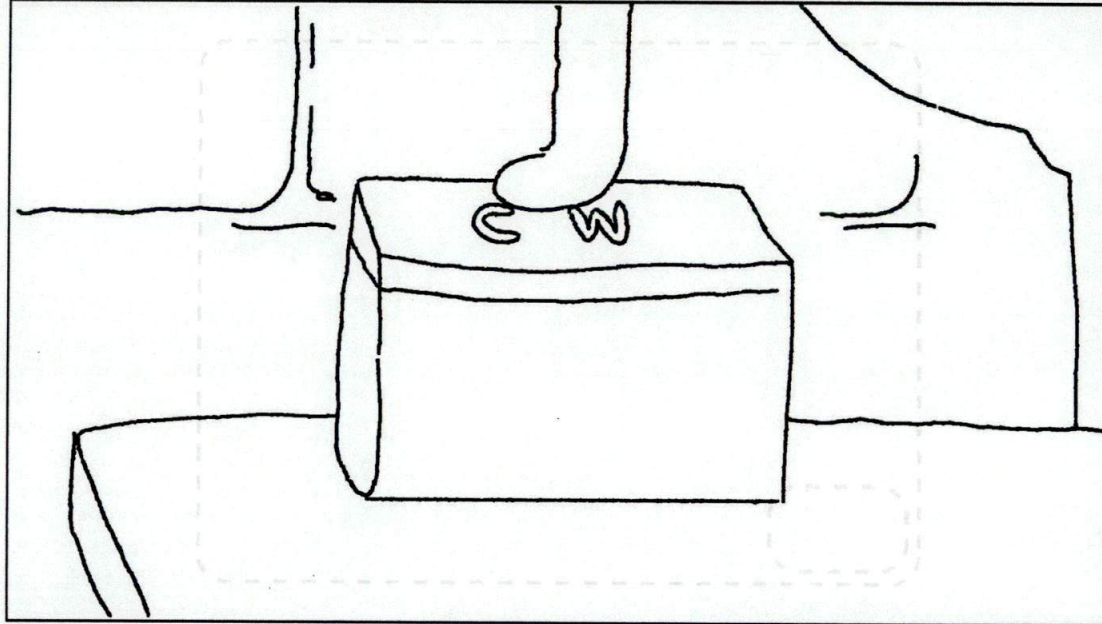
Page 46 B
47 NEXT
day night

Sc. 29

Pnl. A

Bg.

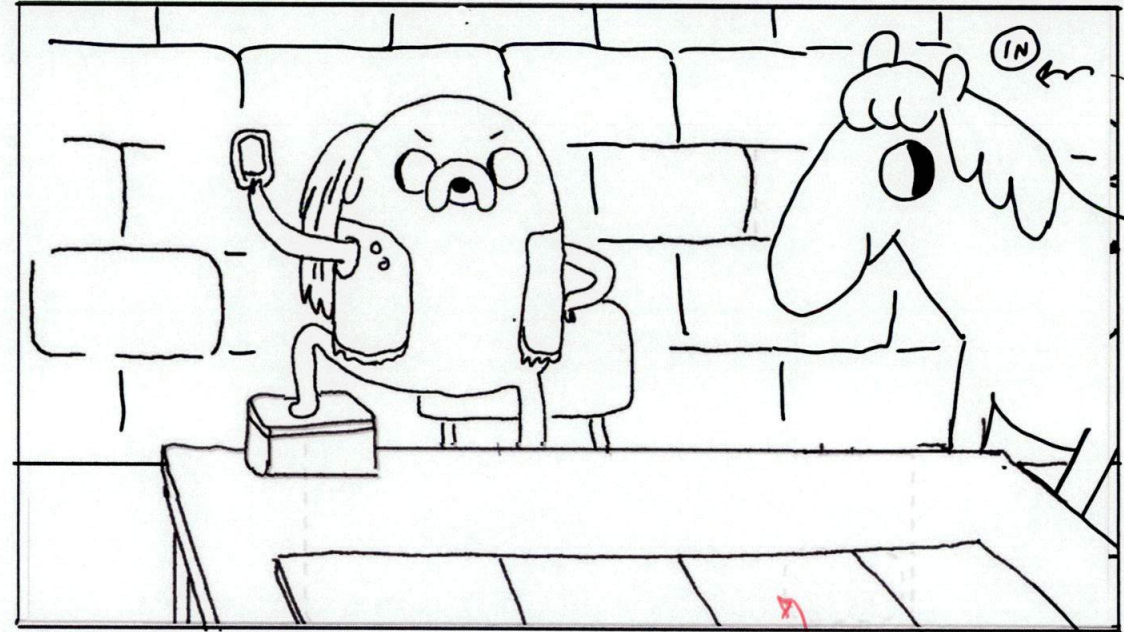
day night



Sc. 30

Pnl. 4

Bg.



Dialog:

① V/O)
(CONT.)

GAME OF OLD

Game board

Action:

-MONIKER WALKS ON/S.

NOV 04 2015

Timing:

LIKE IN A SCHOOL GYM.

EPISODE # 1034-238

1034/238

Production :

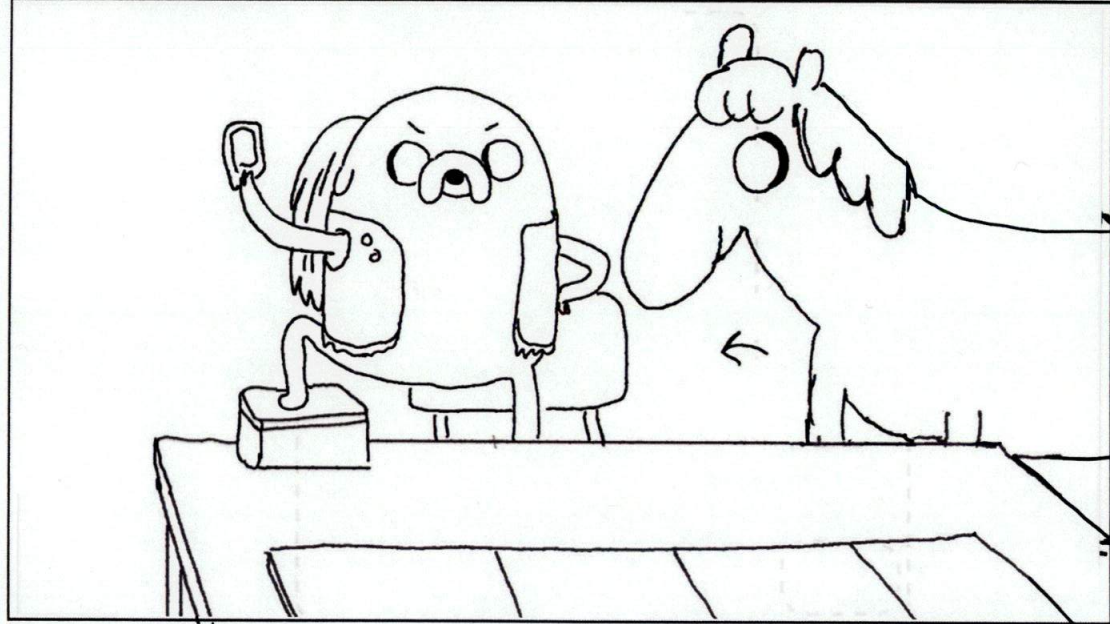
1034/238

ADVENTURE TIME

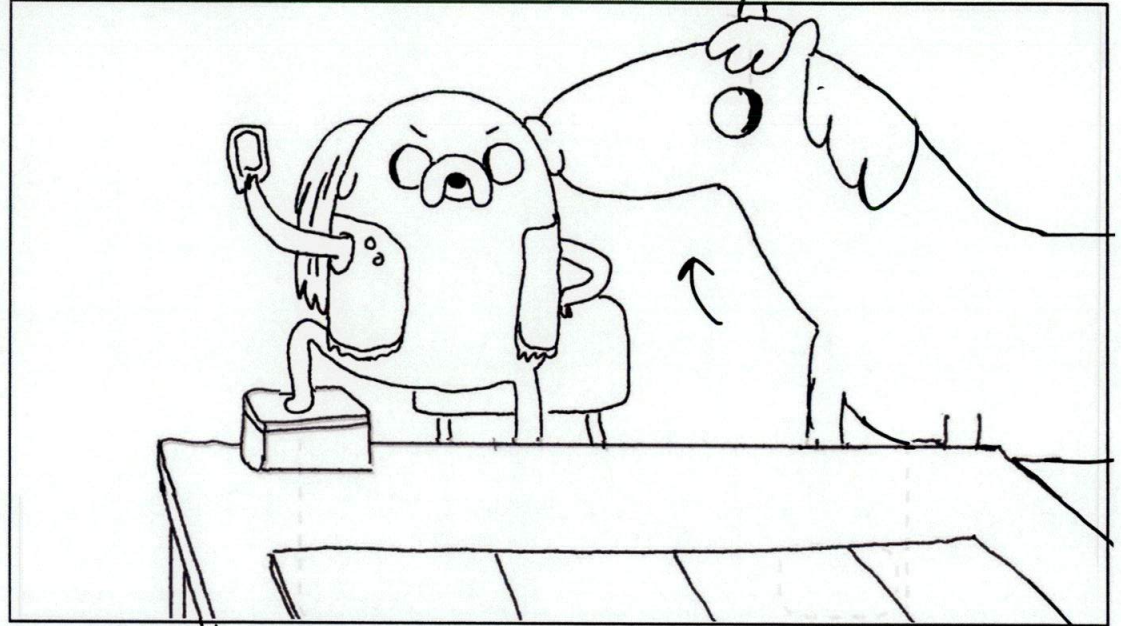


Page 47

Sc. 30 *CONT* Pnl. B Bg. day night



Sc. 30 *CONT* Pnl. C Bg. day night



Dialog:

~~(M)~~ = KISS =

Action:

-MONKER KISSES JAKE.

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

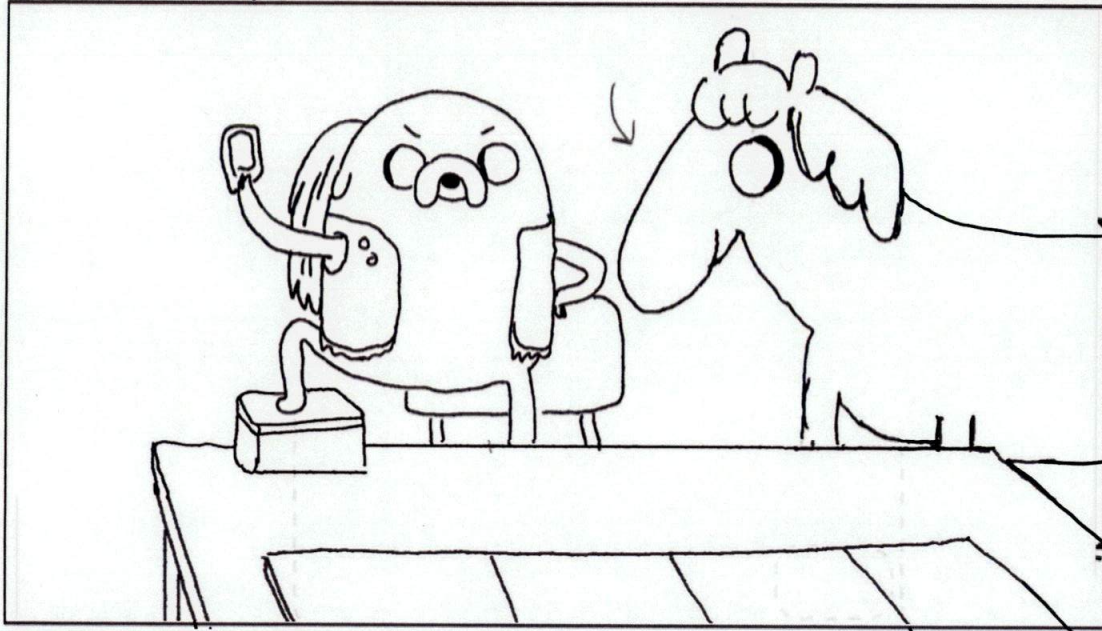
Production :

1034/238

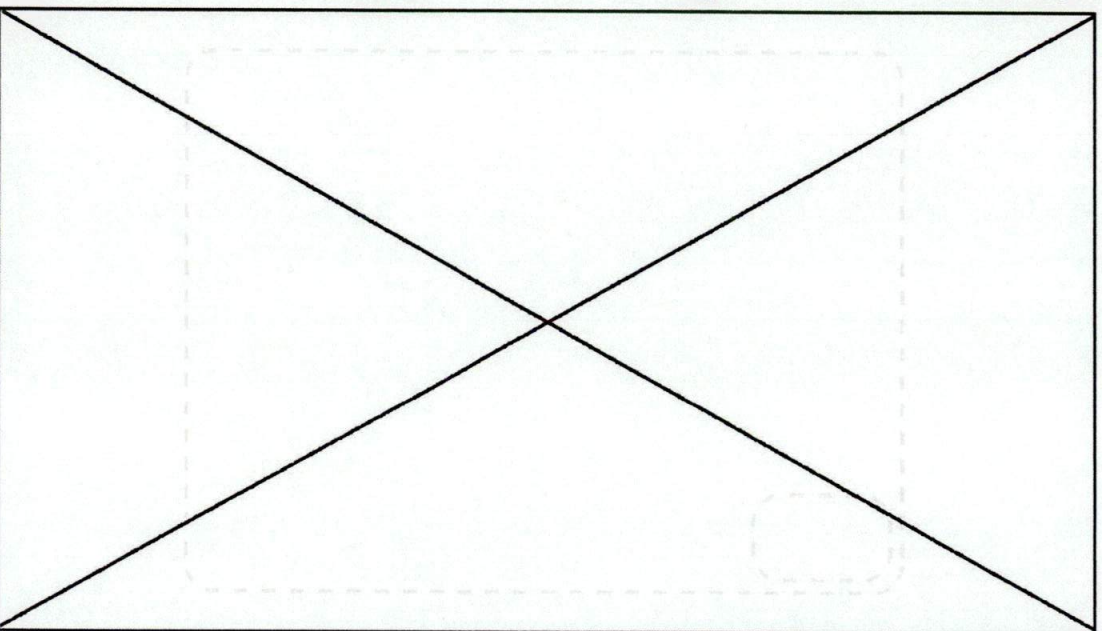
ADVENTURE TIME



Sc. 30 *CONT* Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

NOV 04 2015

1034-238

EPISODE #

1034/238

Production :

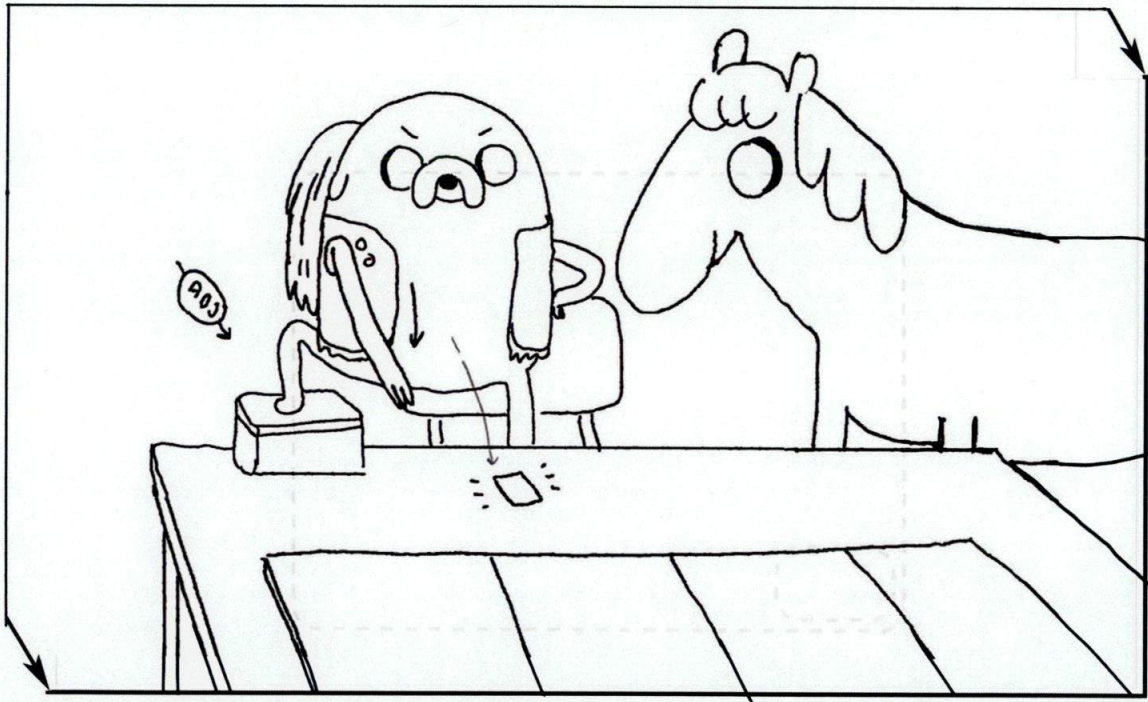
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1034/238

ADVENTURE TIME



Sc. 30 *CONT* Pnl. F Bg. day night



Diag Pan
STOP

Dialog:

Action: J/ It combines the MECHANICS OF -
-J. SLAPS DOWN CARD. -ADJ. W/ ACTION.

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

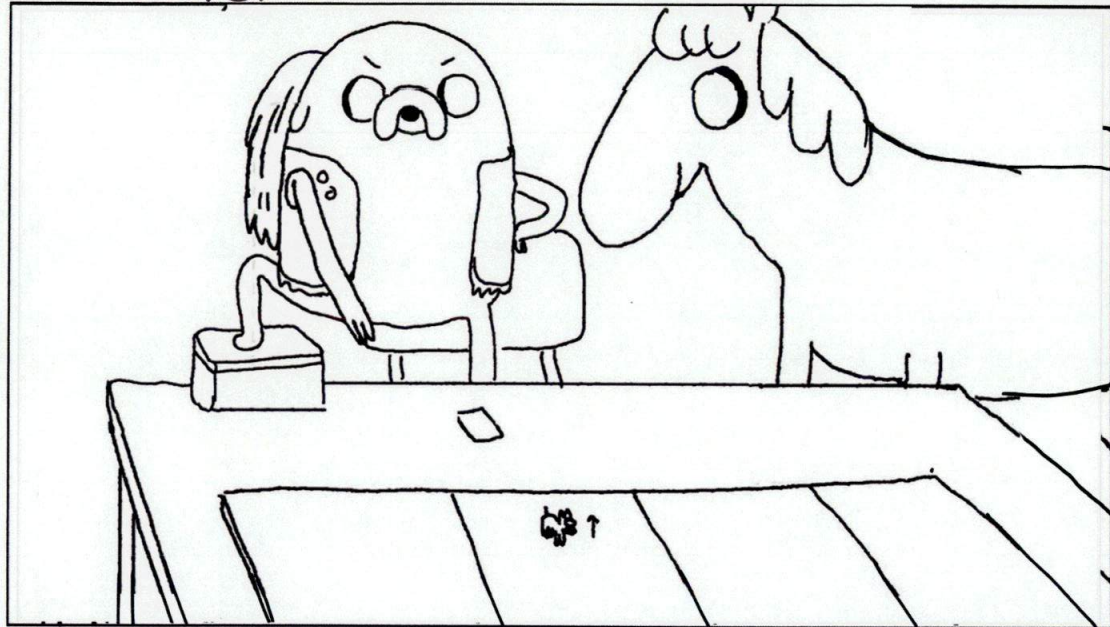
Production :

ADVENTURE TIME

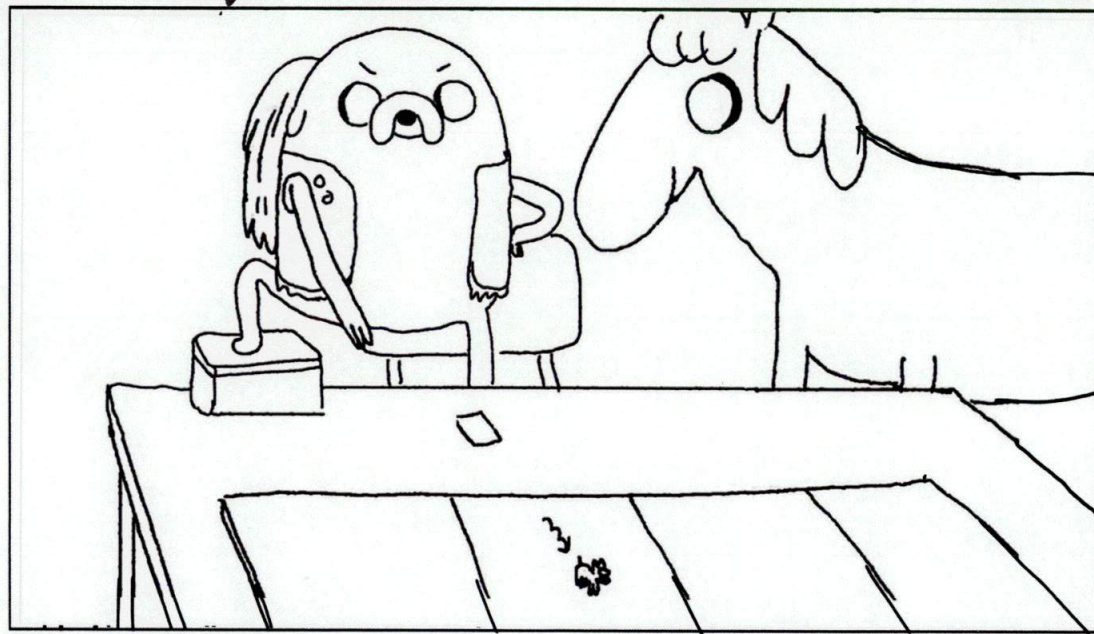


Page 50

Sc. 30 *CONT* Pnl. F Bg. day night



Sc. 30 *CONT* Pnl. G Bg. day night



Dialog:

Action:

- COOL DOG RISES FROM GAME BOARD.

- COOL DOG WALKS FORWARD

NOV 04 2015

Timing:

EPISODE # 1034-238

Production :

1034/238

ADVENTURE TIME




Page S 1

Sc. 31 Pnl. A Bg. day night

Sc. 31 CONT Pnl. B Bg. day night

Dialog:

Action: - COOL DOG WALKS ON/S.

Timing: 

NOV 04 2015

EPISODE # 1034-238

Production :

1034/238

1034/238

1034/238

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ADVENTURE TIME

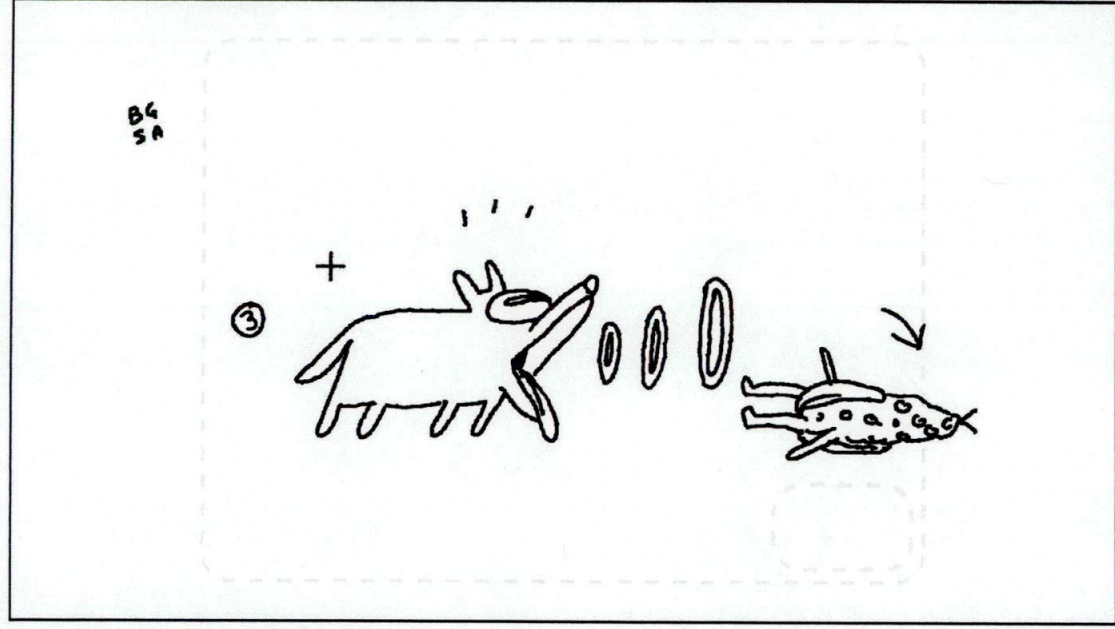


Sc. 31 *CONT*

Pnl. c

Bg.

day night

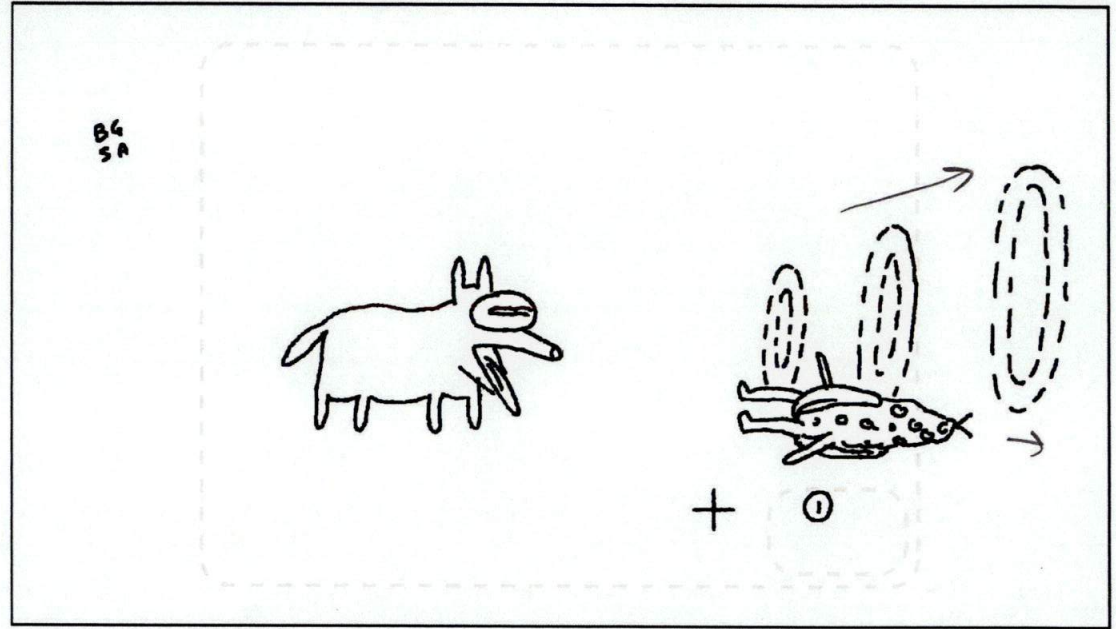


Sc. 31 *CONT*

Pnl. d

Bg.

day night



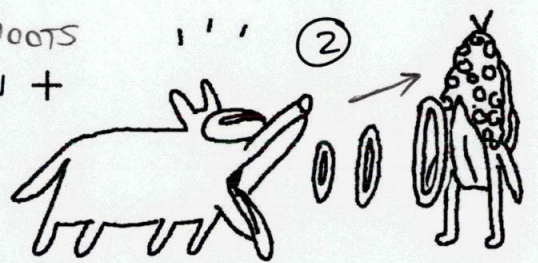
Dialog:

Q SIMULATED COMBAT.

Action:



- COOL DOG SHOTS
BEAM AT CORN +
GUY



Timing:

NOV 04 / 2009

Production :

EPISODE # 1034-238

1034/238

1034/238

ADVENTURE TIME



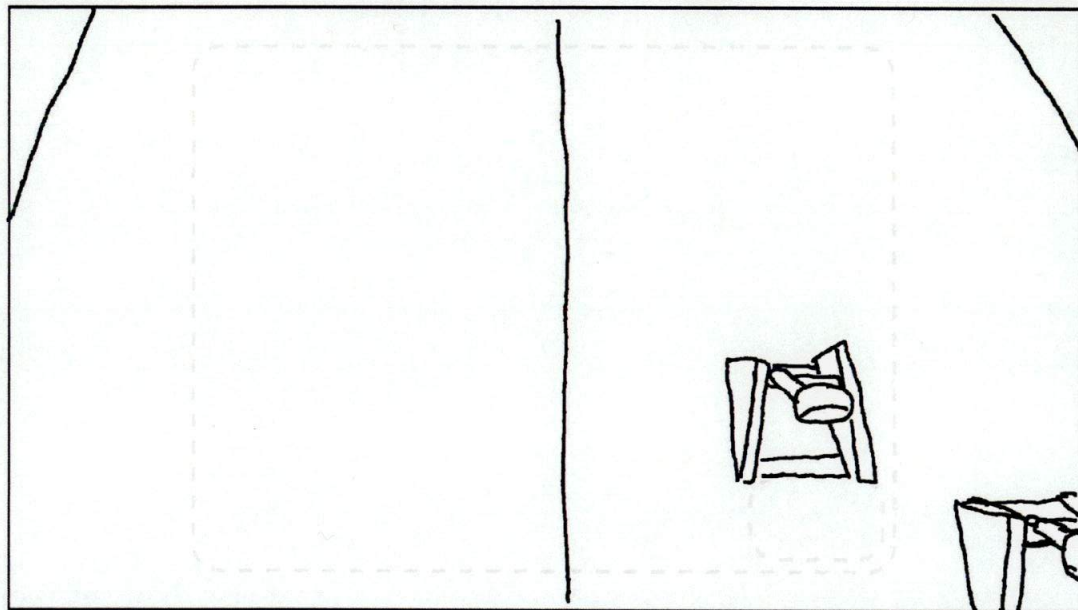
Page 53

Sc. 32

Pnl. A

Bg.

day night

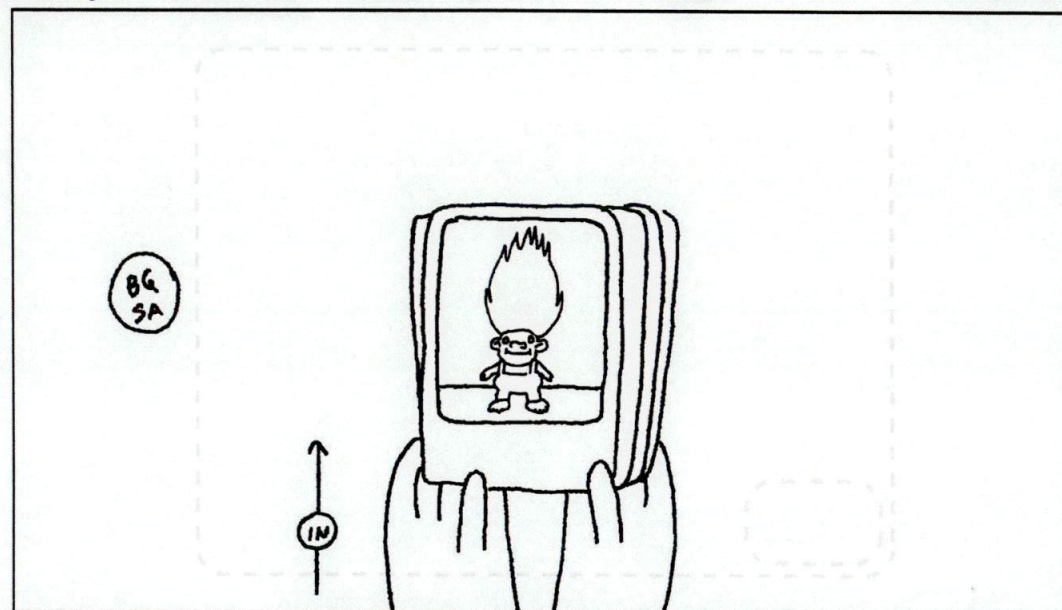


Sc. 32 *cont*

Pnl. B

Bg.

day night



Dialog:

① - HAND MANAGEMENT -

Action:

< GAME PLAY MONTAGE >

- J. RAISES HAND ON/S.

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

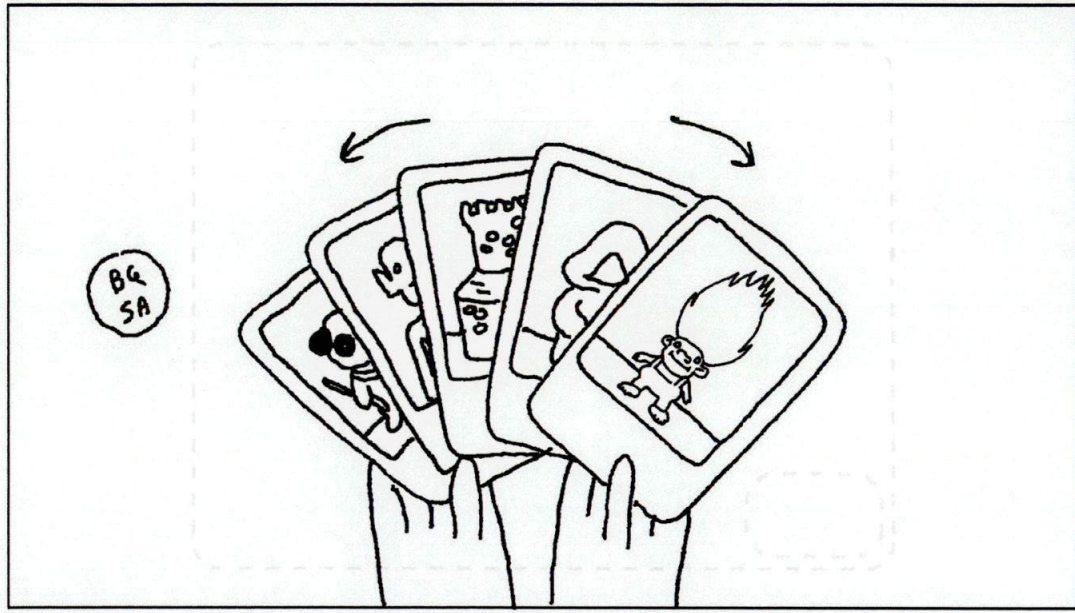
Production :

1034/238

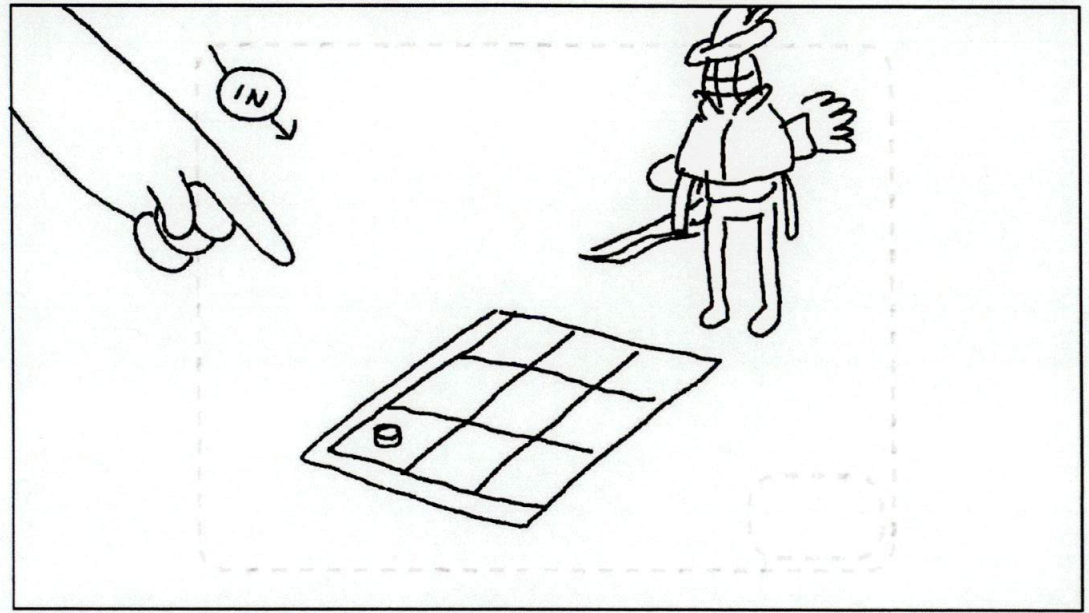
ADVENTURE TIME



Sc. 32 *CONT* Pnl. c Bg. day night



Sc. 33 Pnl. A Bg. day night



Dialog:	
Action:	- J. FANS OUT CARDS. - J'S HAND COMES ON/S.
Timing:	

NOV 04 2015

1034-238 EPISODE # 1034/238 Production :

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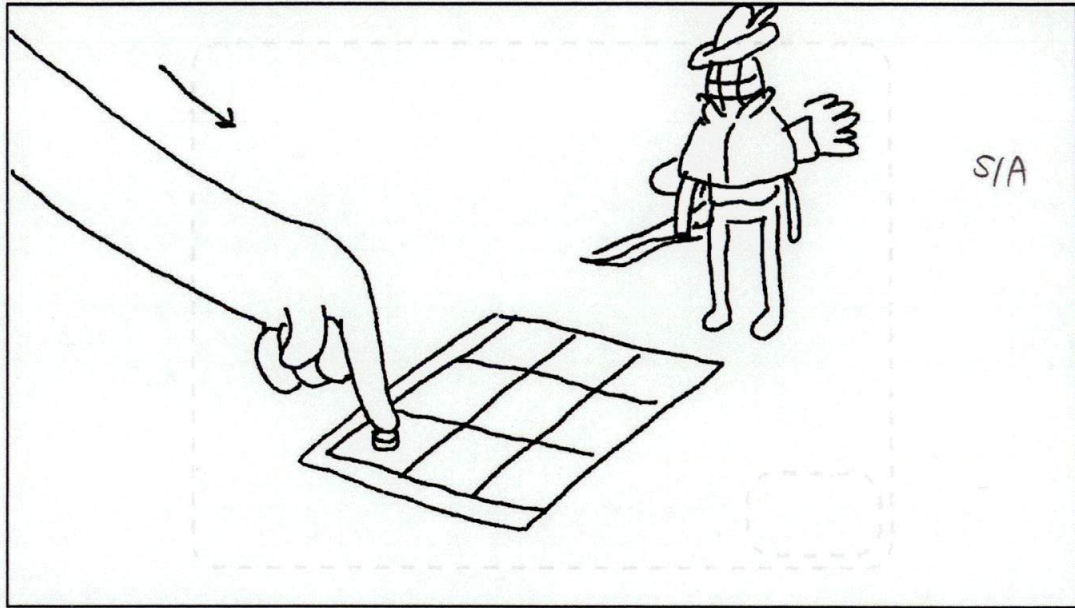
1034/238

1034/238

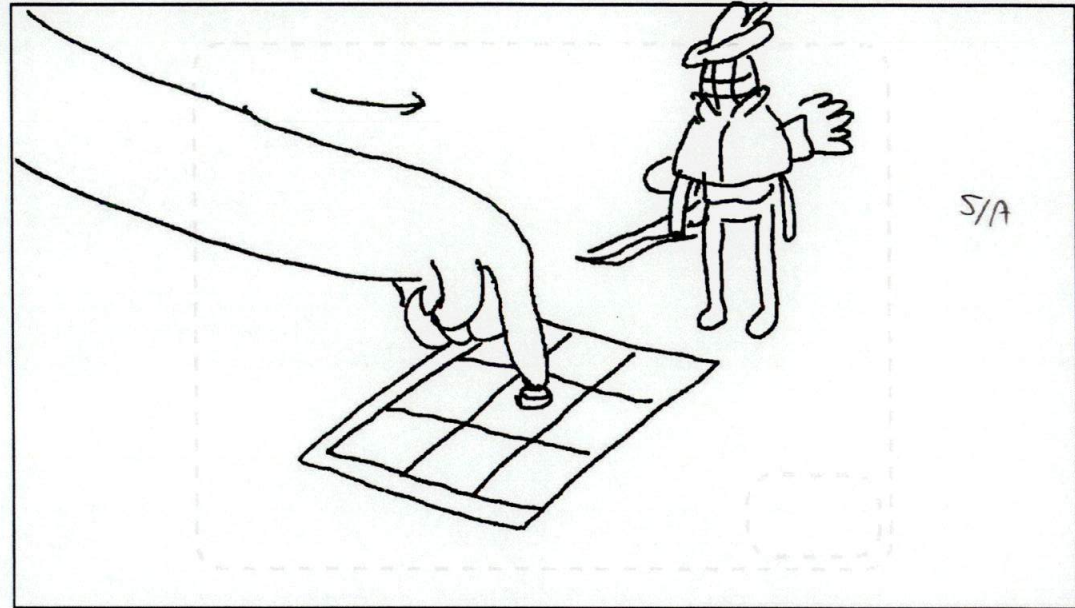
ADVENTURE TIME



Sc. *33 CONT* Pnl. *B* Bg. day night



Sc. *33 CONT* Pnl. *C* Bg. day night



Dialog:	<i>U - COMMODITY SPECULATION -</i>
Action:	<i>-J. SHIFTS COIN TOWARDS CENTER OF GRIP.</i> NOV 04 2015
Timing:	

1034-238

EPISODE #

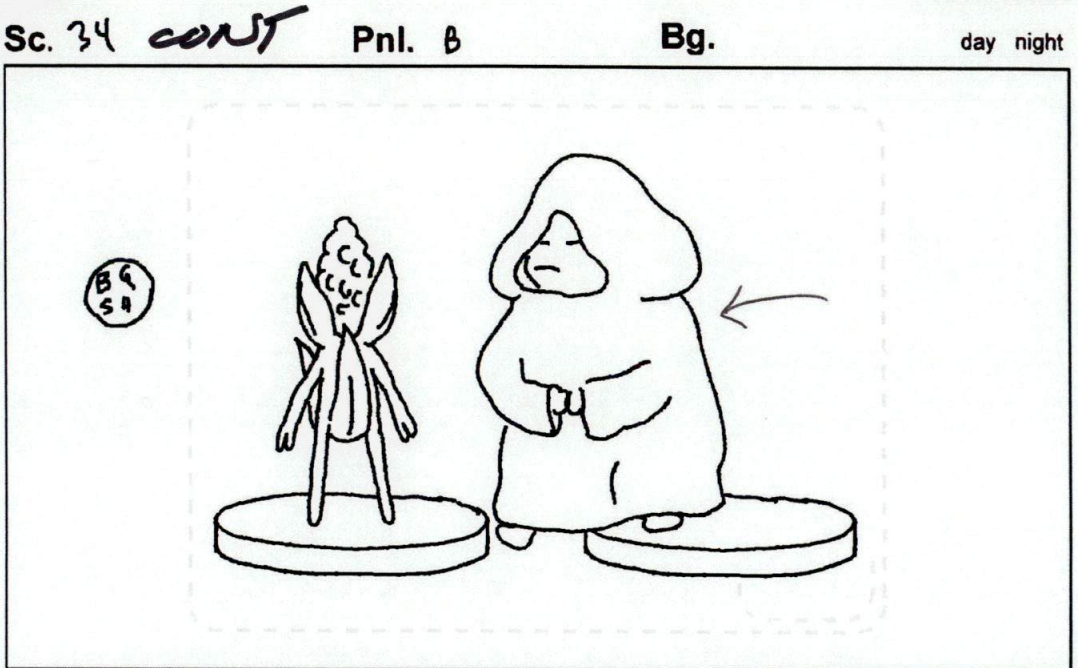
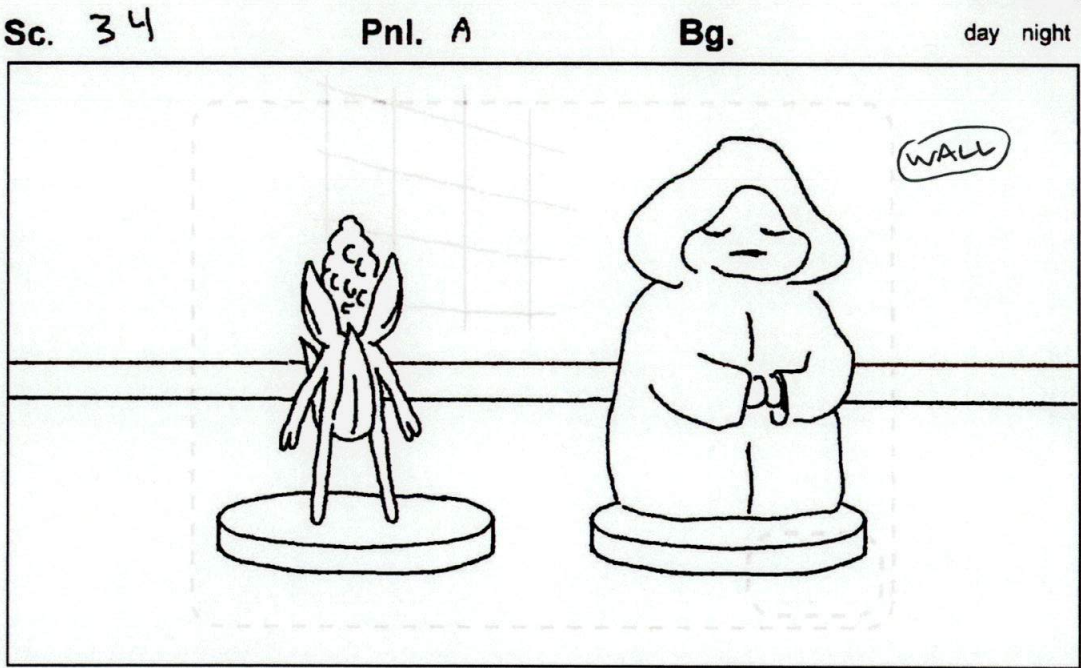
Production :

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1034/238

1034/238

ADVENTURE TIME



Dialog:	① - WORKER PLACEMENT -
Action:	NOV 04 2015
Timing:	

1034-238

EPISODE #

1034/238

Production :

ADVENTURE TIME



Page S7
No 1850
day night

Sc. 34 *cont* Pnl. c

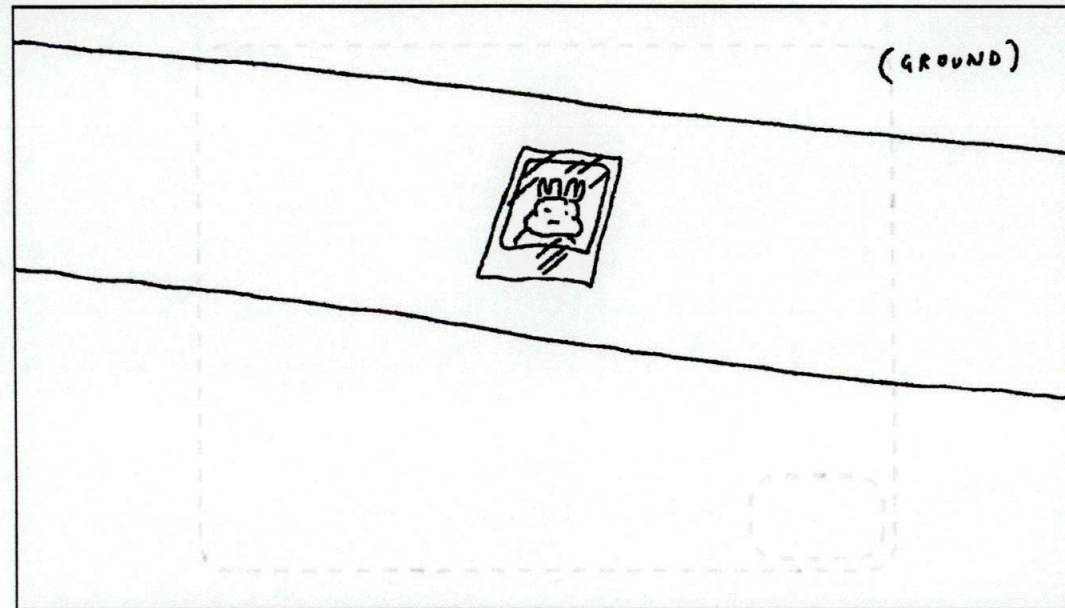
Bg.

day night

Sc. 35

Pnl. A

Bg.



Dialog:

Action:

Timing:



← ANCIENT SCHOLAR
BUMPS CORN GUY
OFF PEDESTAL W/ HIP.

(GOLDEN CARD.)

NOV 04 2015

Production :

EPISODE # 1034-238

1034/238

1034/238

ADVENTURE TIME



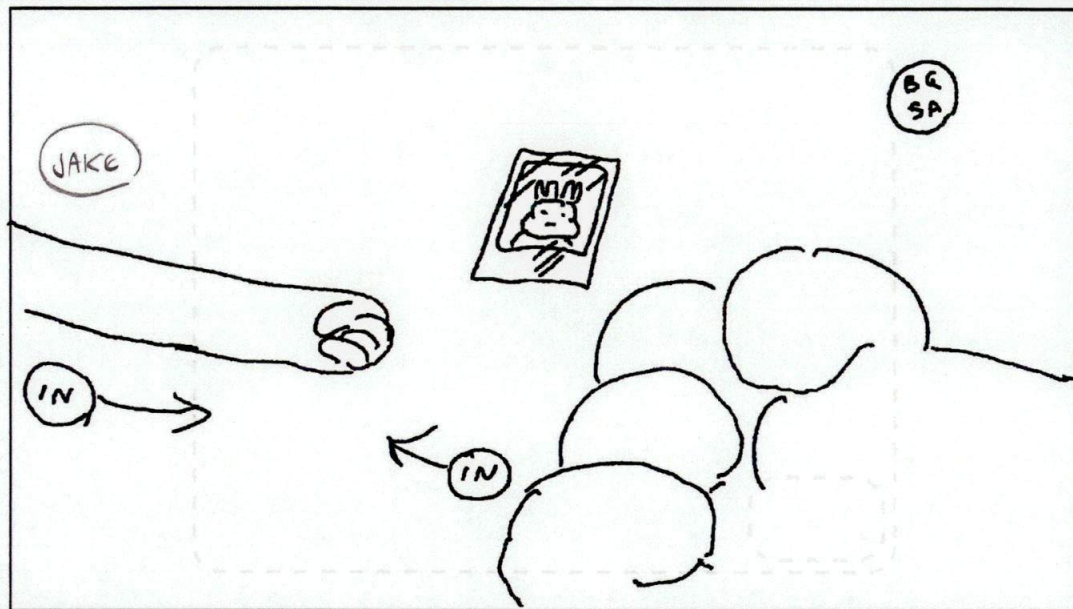
Page 59

Sc. 35 *CONT*

Pnl. B

Bg.

day night

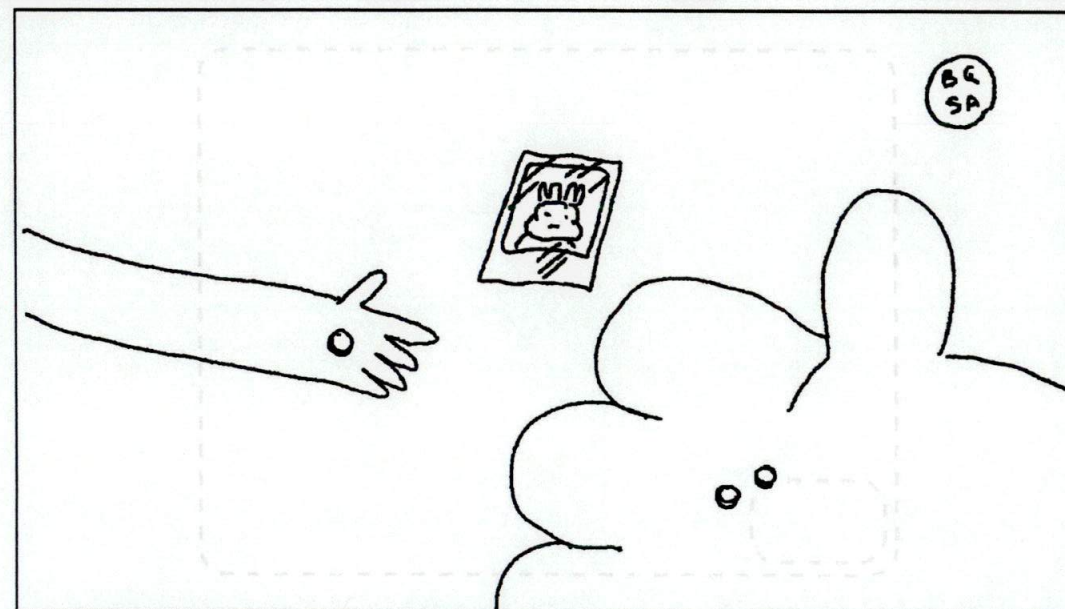


Sc. 35 *CONT*

Pnl. C

Bg.

day night



Dialog:

① BLIND AUCTIONING

Action:

- JAKE AND GRAND PRIX'S HANDS COME ON/S.

- THEY BOTH OPEN THEIR HANDS

NOV 04 2013

Timing:

Production :

EPISODE # 1034-238

1034/238

1034/238

ADVENTURE TIME

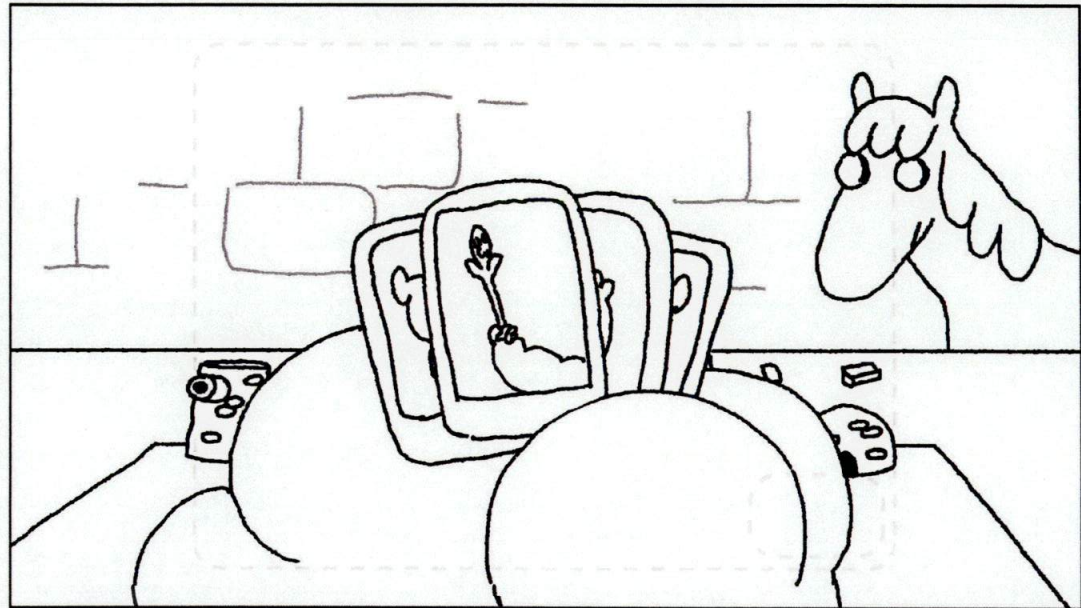


Sc. 36

Pnl. A

Bg.

day night

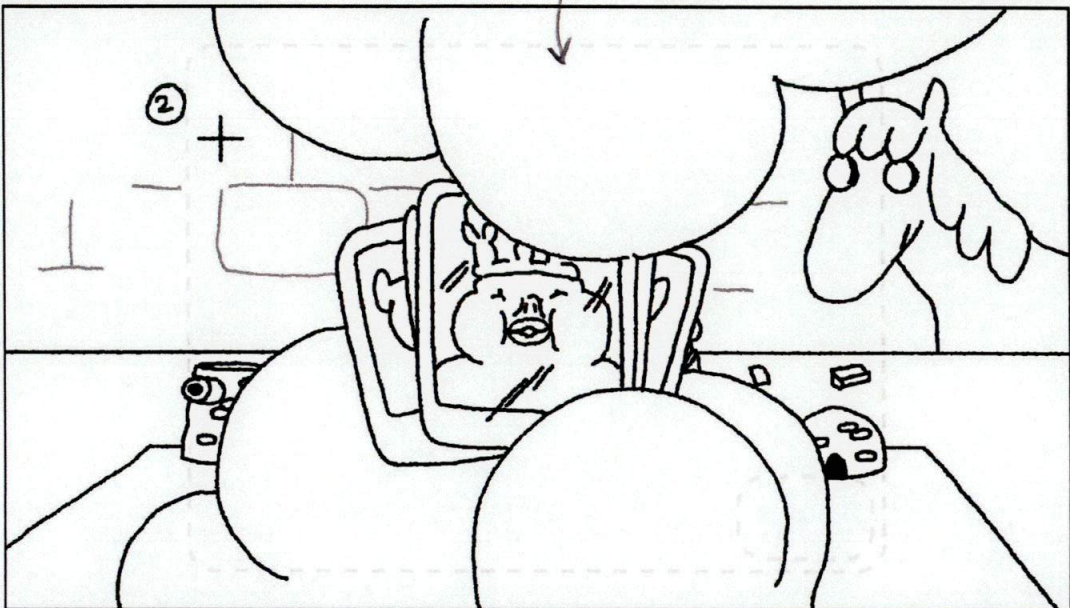


Sc. 36 *cont*

Pnl. B

Bg.

day night



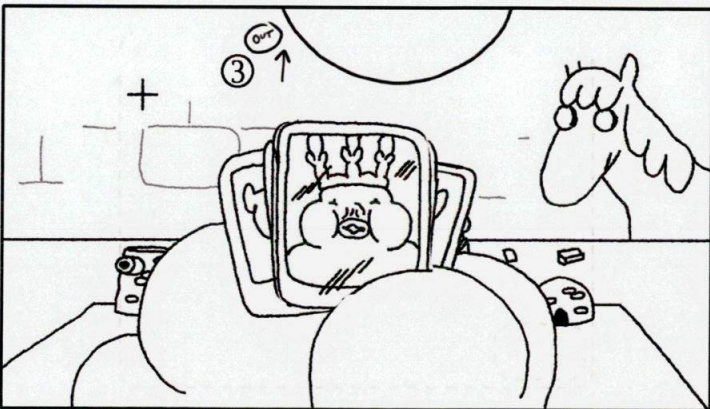
Dialog:

Action:

Timing:

(V/A)
① - AND -

NOV 0 4 2015



Production :

1034-238

1034/238

1034/238

1034/238

ADVENTURE TIME



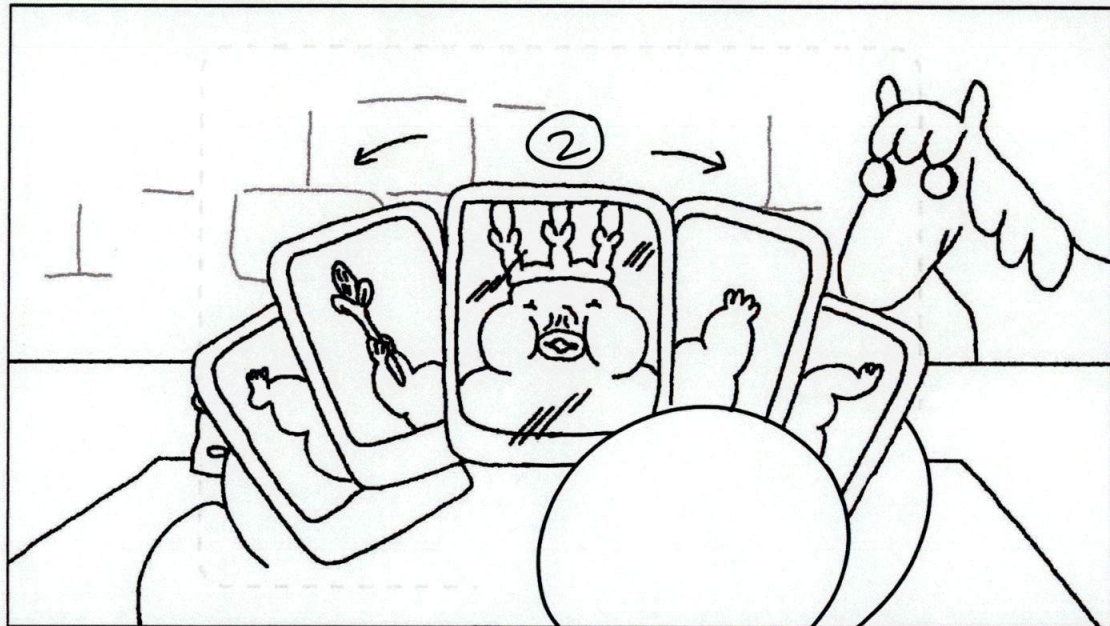
Page 61
GIA NEXT
day night

Sc. 36 CONT

Pnl. C

Bg.

day night



Sc. 36 CONT

Pnl. D

Bg.



Dialog

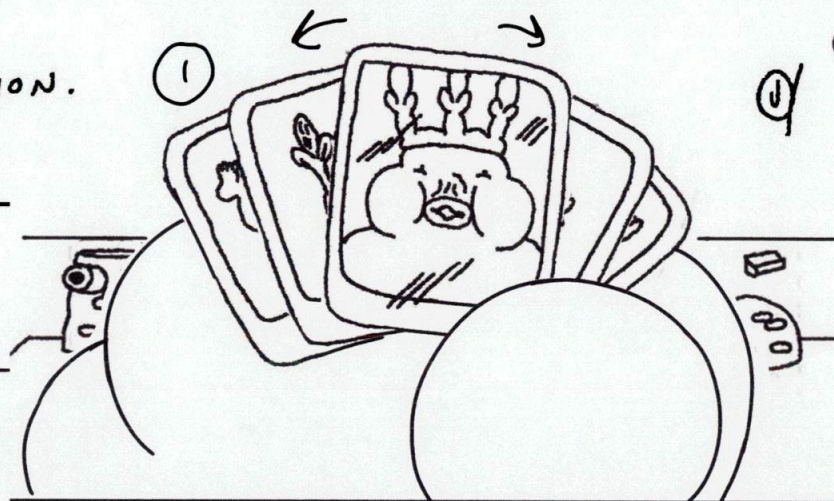
(V/o)

① - SET COLLECTION.

Action:

- G.P. FANS OUT CARDS.

Timing:



(V/o)

① IT IS THE KING
AND THE QUEEN OF TABLETOP GAMES.

NOV 01 2015

Production :

EPISODE #

1034-238

1034/238

1034/238

ADVENTURE TIME



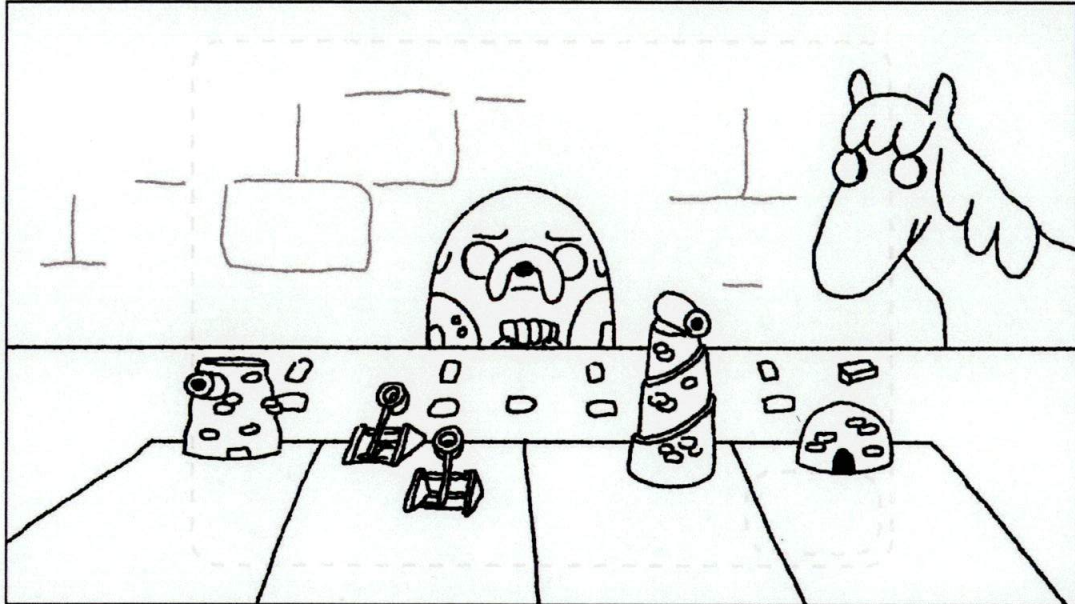
Page 61A
C2 NEXT
day night

Sc. 36 *CONT*

Pnl. E

Bg.

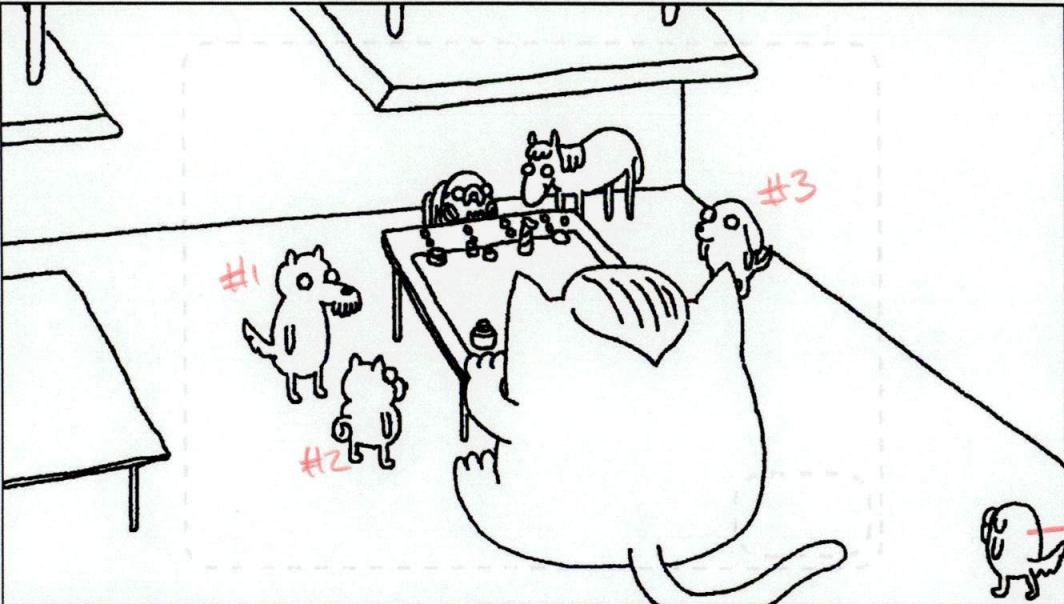
day night



Sc. 37

Pnl. A

Bg.



Dialog:

① C/V BATTLE HAPPENS IN ONE OF
4 COMBAT LANES.

Action:

NOV 0 4 2015

Timing:

1034-238

EPISODE #

Production :

1034/238

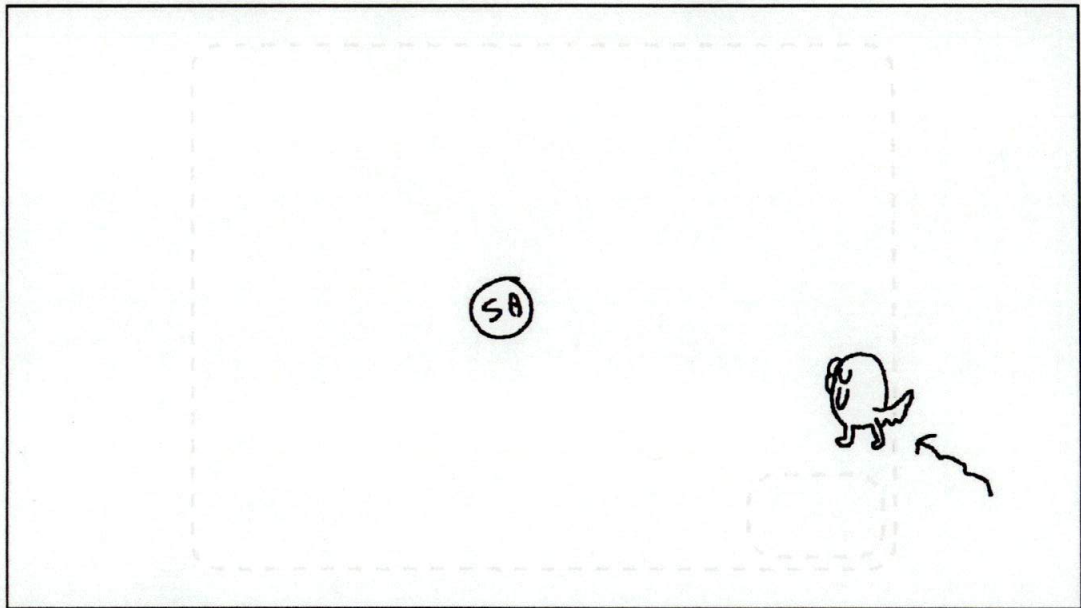
1034/238

1034/238

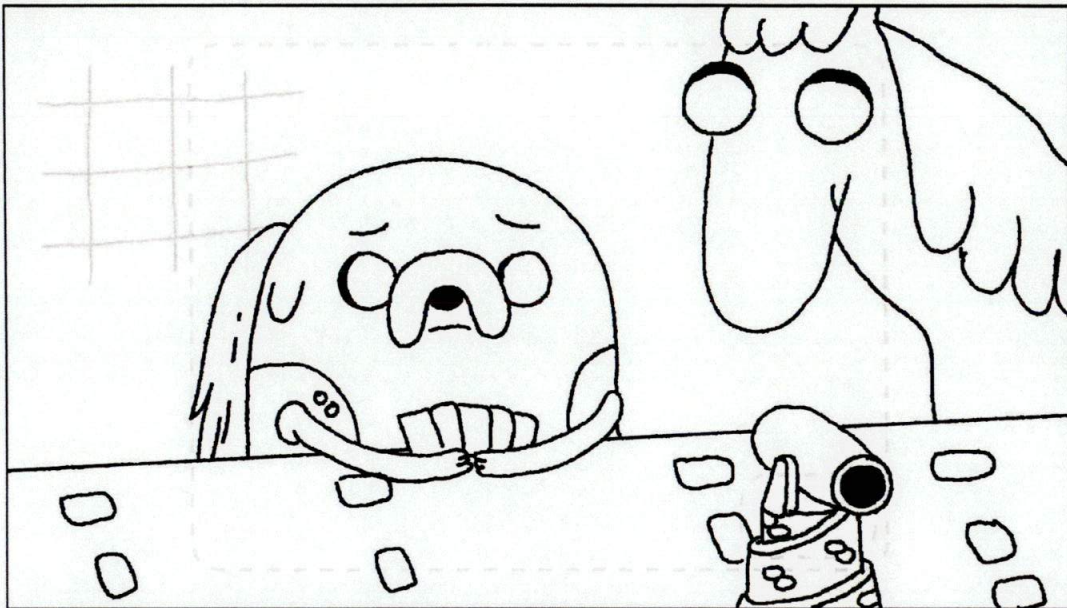
ADVENTURE TIME



Sc. 37 *cont* Pnl. 2 Bg.



day night Sc. 38 Pnl. A Bg.



Dialog:	(J) (V/O) EACH DERIVING ITS POWER FROM --
Action:	-DOG GETS CLOSER TO GAME. NOV 04 2019
Timing:	

1034-238

EPISODE #

1034/238

Production :

1034/238

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ADVENTURE TIME



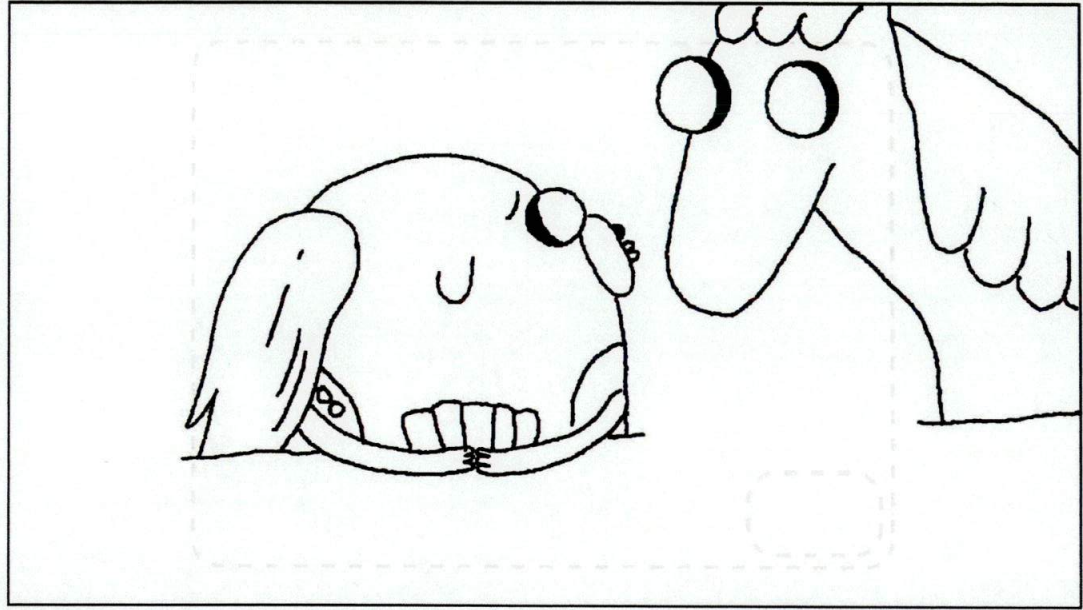
Page 63

Sc. 38 *CONT*

Pnl. B

Bg.

day night

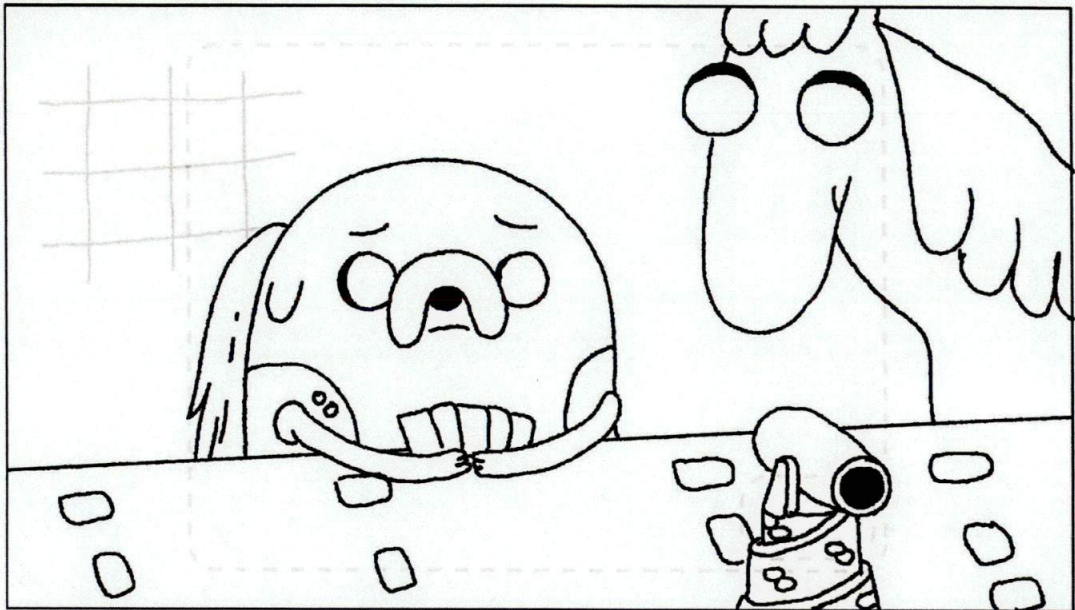


Sc. 38 *CONT*

Pnl. C

Bg.

day night



Dialog: (v/o)	
①	ONE OF SIXTEEN THEMED ELEMENTS :
Action:	
NOV 04 2015	
Timing:	

EPISODE # 1034-238

Production :

1034/238

1034/238

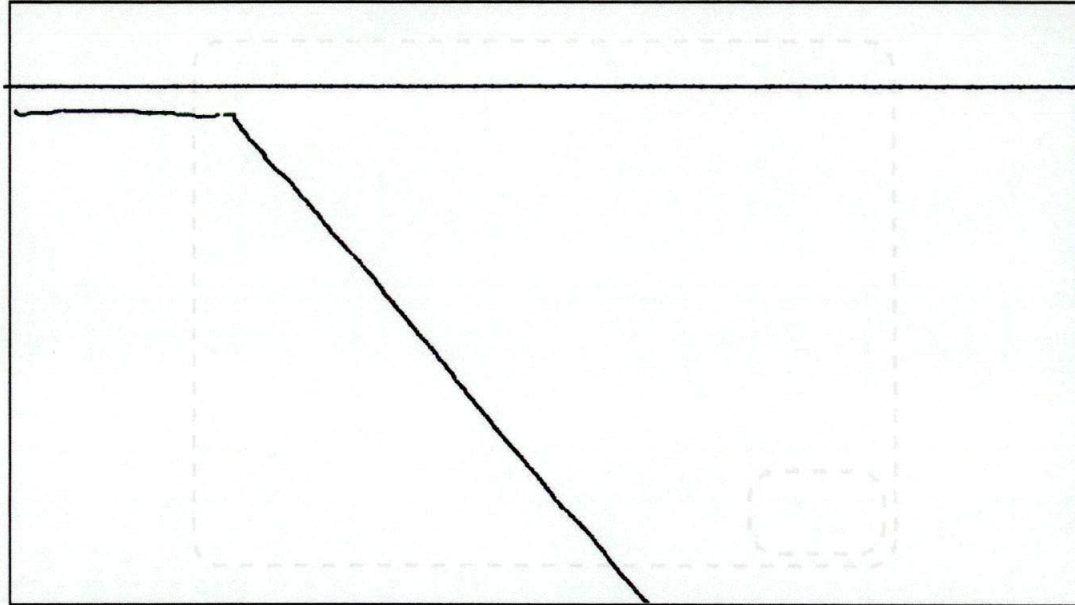
1034/238

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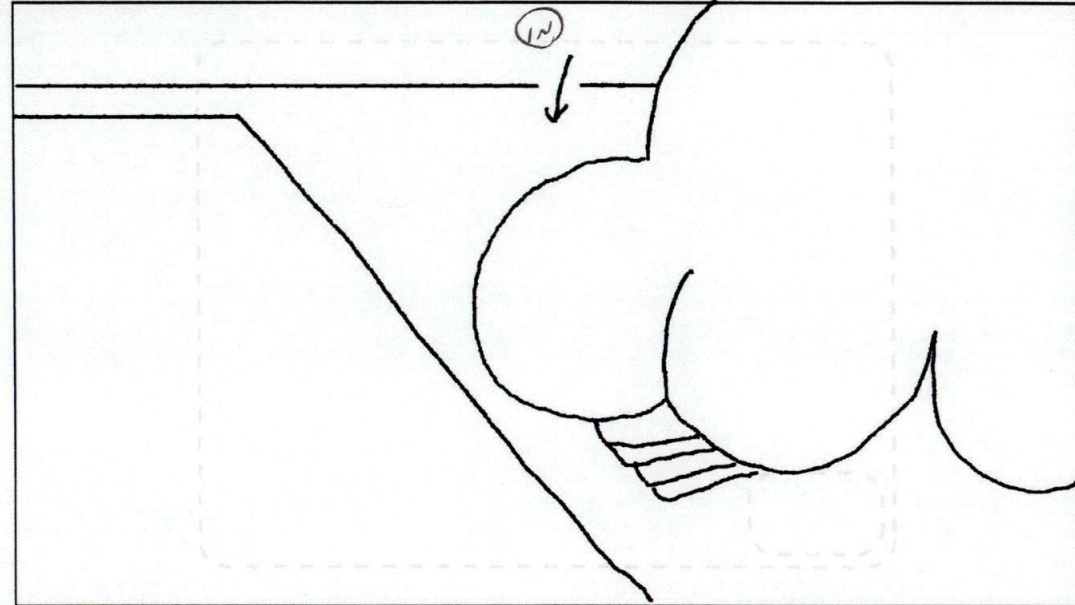
ADVENTURE TIME



Sc. 39 Pnl. A Bg. day night



Sc. 39 CONT Pnl. B Bg. day night



Dialog: (J) (V/O) CORN, LEARNING, --

Action: - GP PUTS DOWN ALL CARDS . NOV 04 2015

Timing:

EPISODE # 1034-238

Production :

1034/238

1034/238

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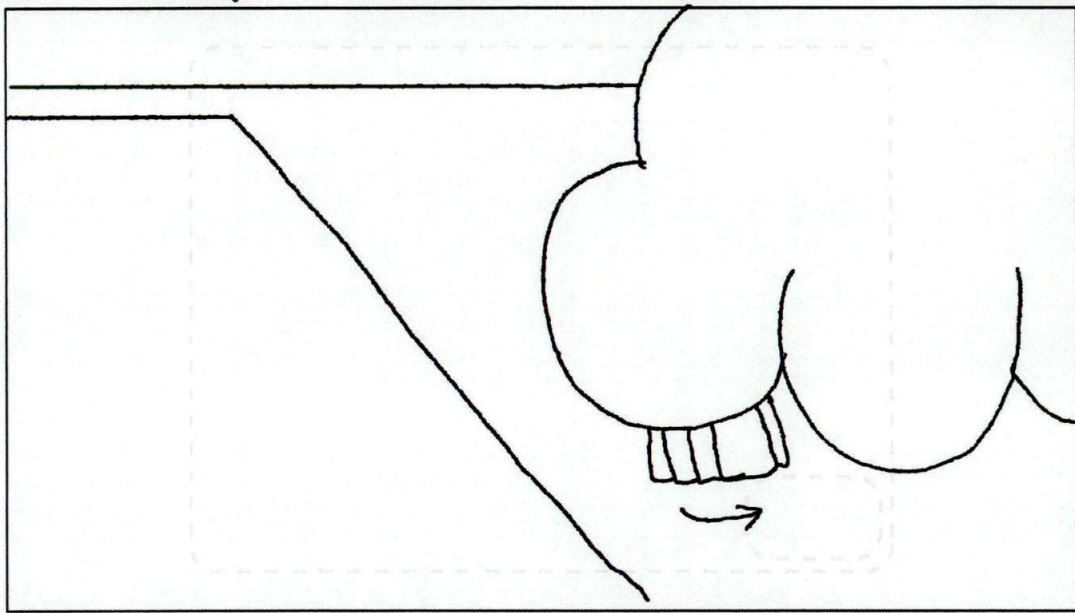
1034/238

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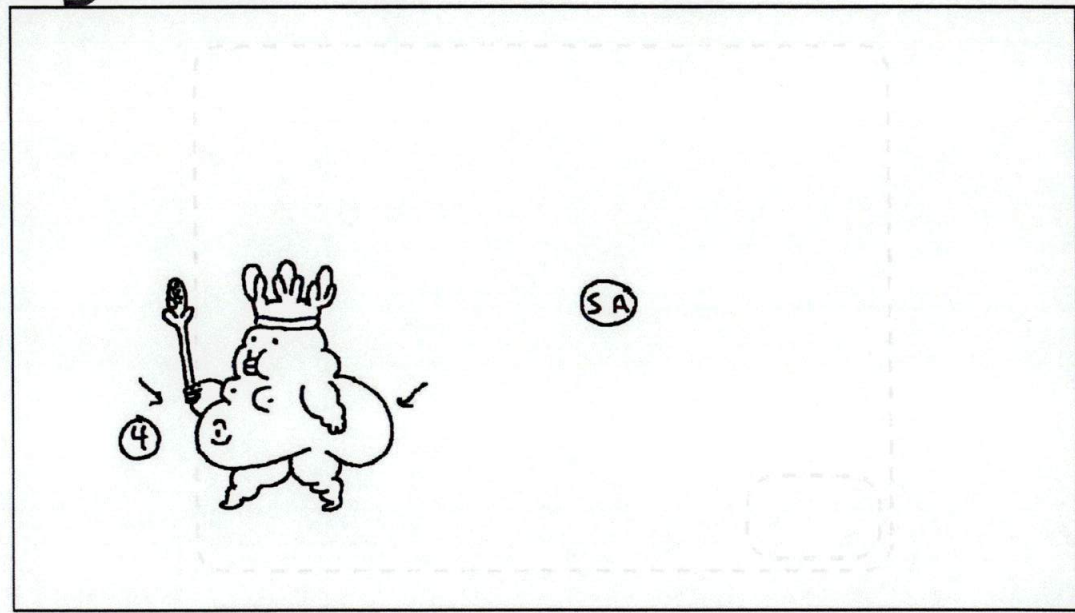
ADVENTURE TIME



Sc. 39 CONT Pnl. C Bg. day night



Sc. 39 CONT Pnl. D Bg. day night



Dialog:

(J) (V.O.)

BLUE ,

CRYSTALS, -

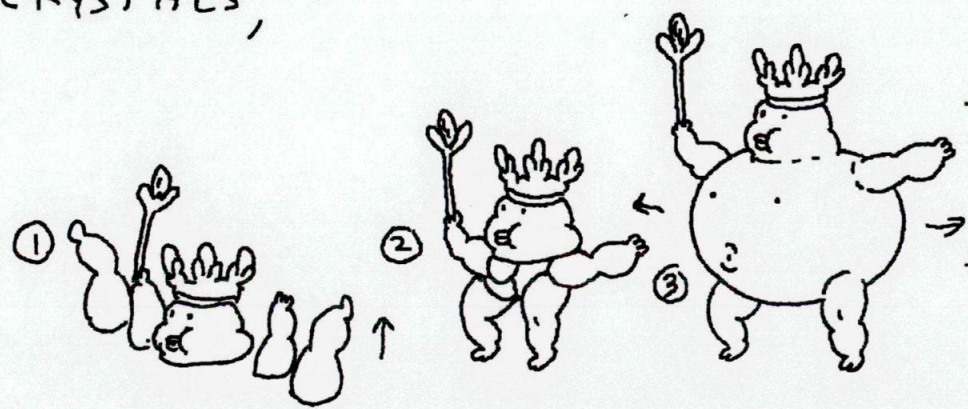
NOV 04 2015

Action:

- GP FLOOPS.

- BABY KING
RISES FROM
GAME BOARD.

Timing:



Production :

EPISODE # 1034-238

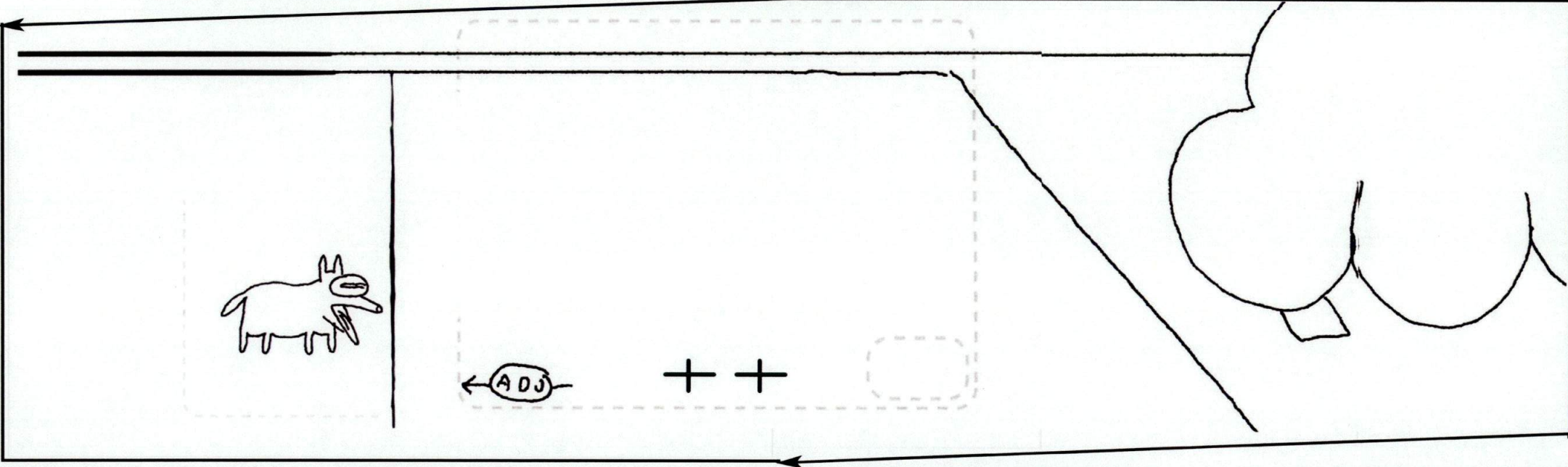
1034/238

1034/238

ADVENTURE TIME



Sc. 39 *CONT* Pnl. E Bg. day night



Dialog:

① (V/O)
(CONT)

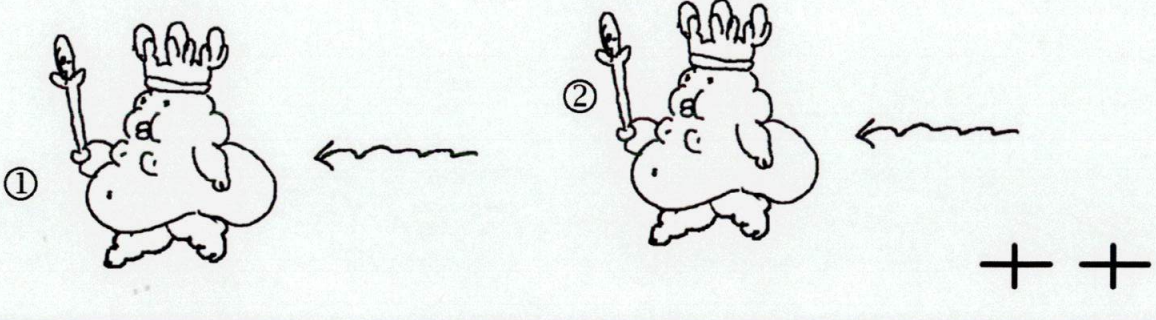
A C U M E N , T O R P O R ,

NOV 0 4 2015

Action:

- B. KING WALKS FORWARD.

Timing:



EPISODE # 1034-238

1034/238

Production :

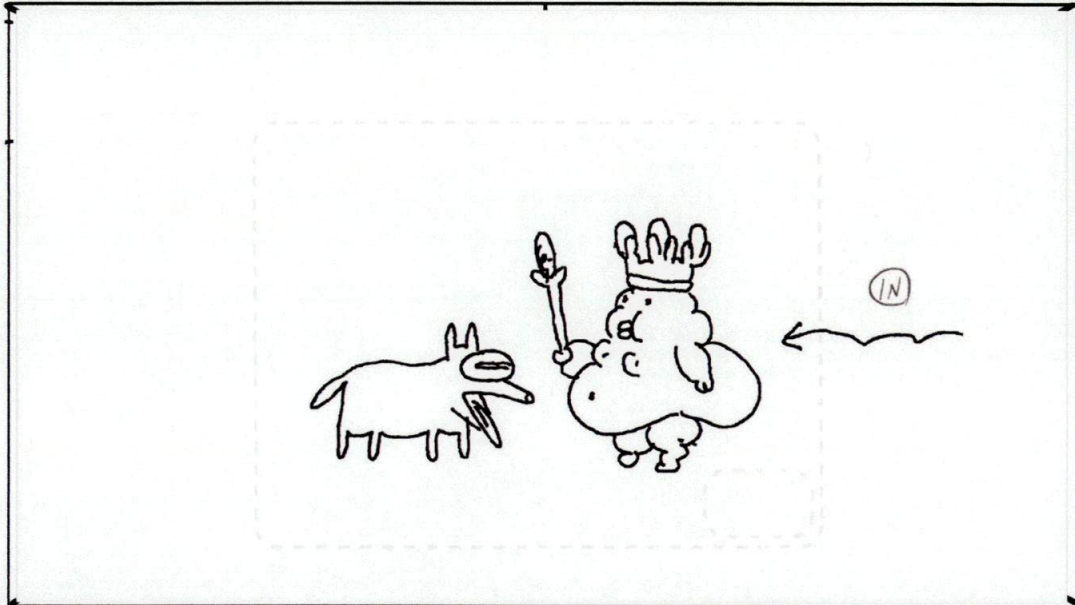
1034/238

1034/238

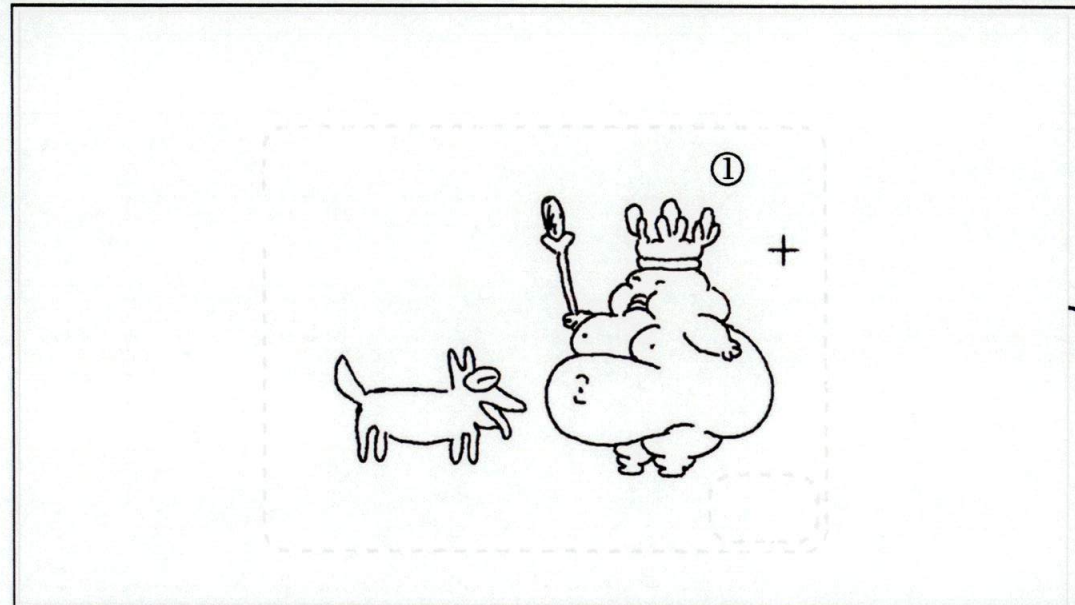
ADVENTURE TIME



Sc. 39 *CONT* Pnl. F Bg. day night



Sc. 39 *CONT* Pnl. G Bg. day night



Dialog: (J) (V/O)
(CONT) FROZEN LAKES , LIZARD HOLES , SHIPYARDS , ... , ... NOV 04 2015

Sfx: (THE SOUND OF THE SEA BEGINS TO OVERTAKE THE

Action: SOUNDTRACK)
-B. KING WALKS ON/S.

Timing:



EPISODE # 1034-238

1034/238

Production :

1034/238

1034/238

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ADVENTURE TIME



Sc. 39 *CONT* Pnl. H Bg. day night



Sc. 39 *CONT* Pnl. I Bg. day night



Dialog:	<u>SFX:</u> = SOUNDS OF THE SEA =
Action:	- B. KING SHOOTS OUT ACID. NOV 04 2015
Timing:	

EPISODE # 1034-238

Production :

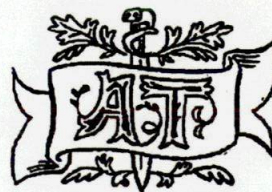
1034/238

1034/238

1034/238

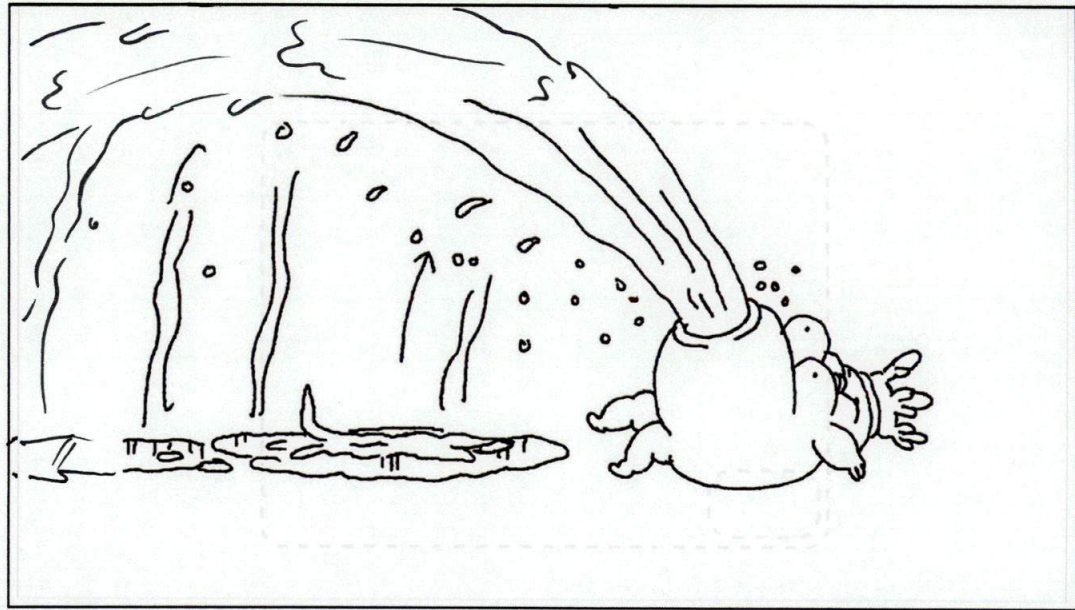
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ADVENTURE TIME

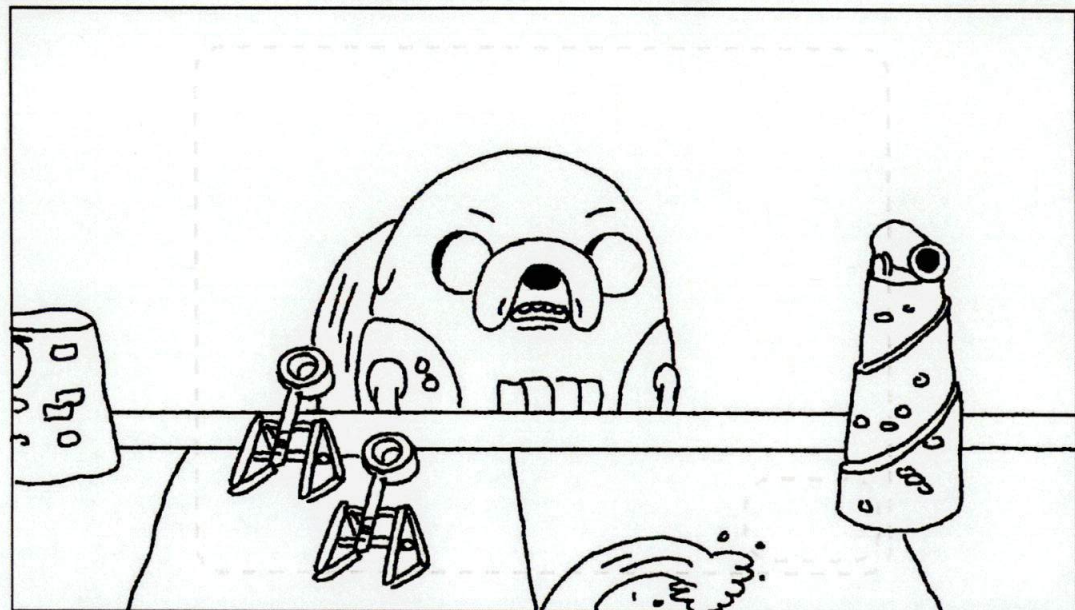


No Sc40

Sc. 39 *CONT* Pnl. J Bg. day night



Sc. 41 Pnl. A Bg. day night



Dialog:	<p><u>SFX:</u> ≡ SOUNDS OF THE SEA ≡</p>
Action:	<p>NOV 04 2015</p>
Timing:	

1034-238
EPISODE #
Production :

1034/238

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1034/238

ADVENTURE TIME



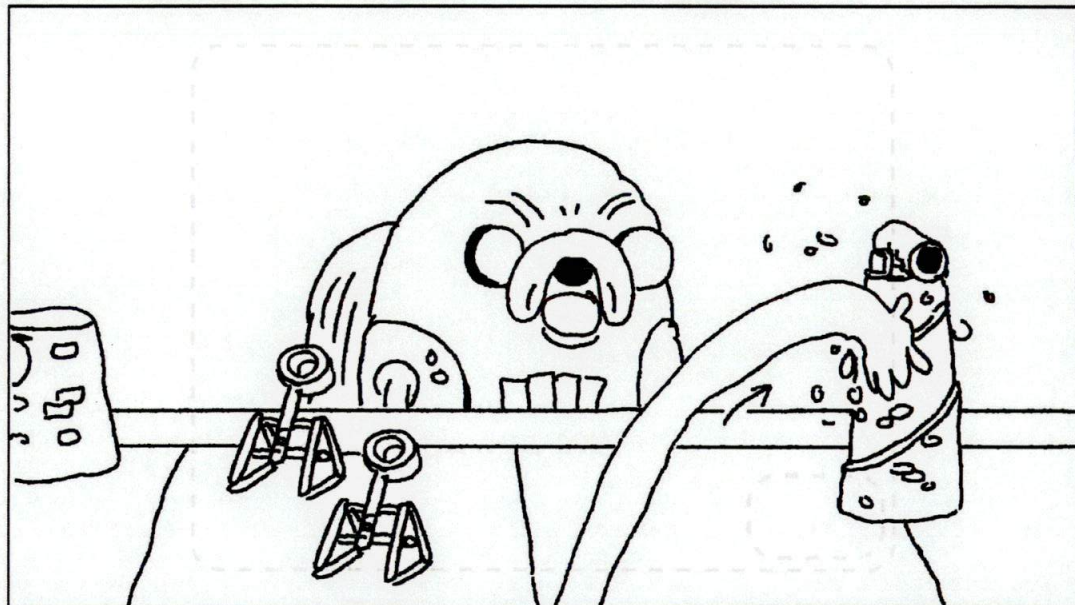
Page 70

Sc. 41 *CONT*

Pnl. B

Bg.

day night

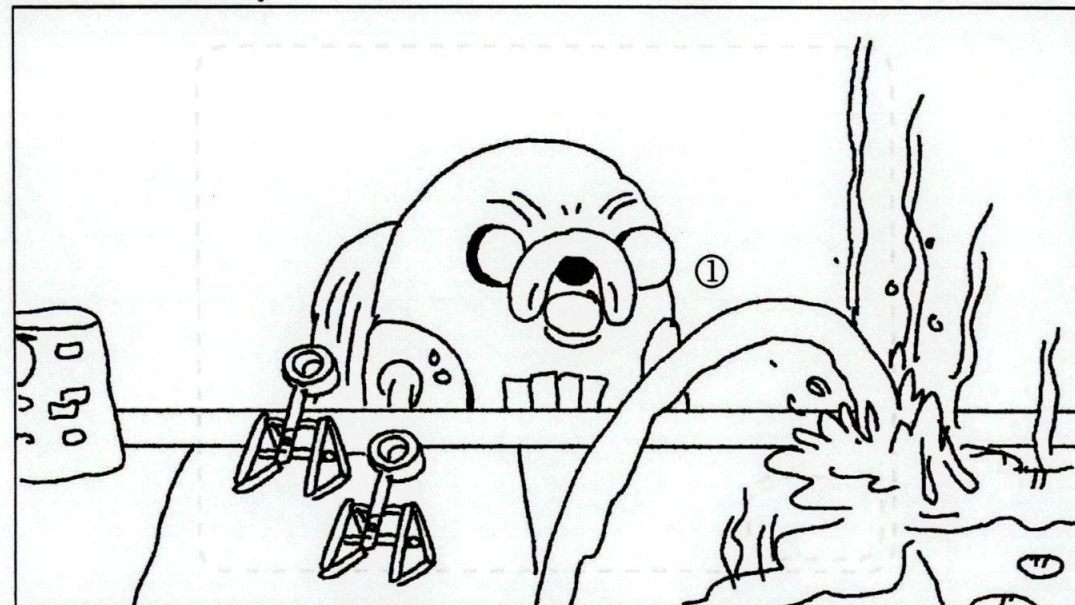


Sc. 41 *CONT*

Pnl. C

Bg.

day night



Dialog:

SFX:

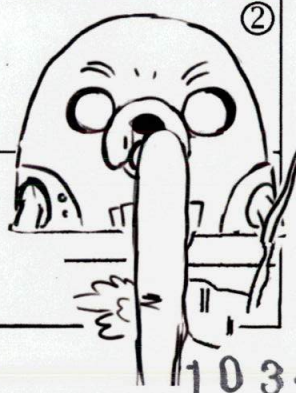
≡ SOUNDS OF THE SEA ≡

NOV 04 2015

Action:

-ACID DISSOLVES CANNON TOWER.

Timing:



Production :

EPISODE # 1034-238

1034/238

1034/238

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1034/238

ADVENTURE TIME



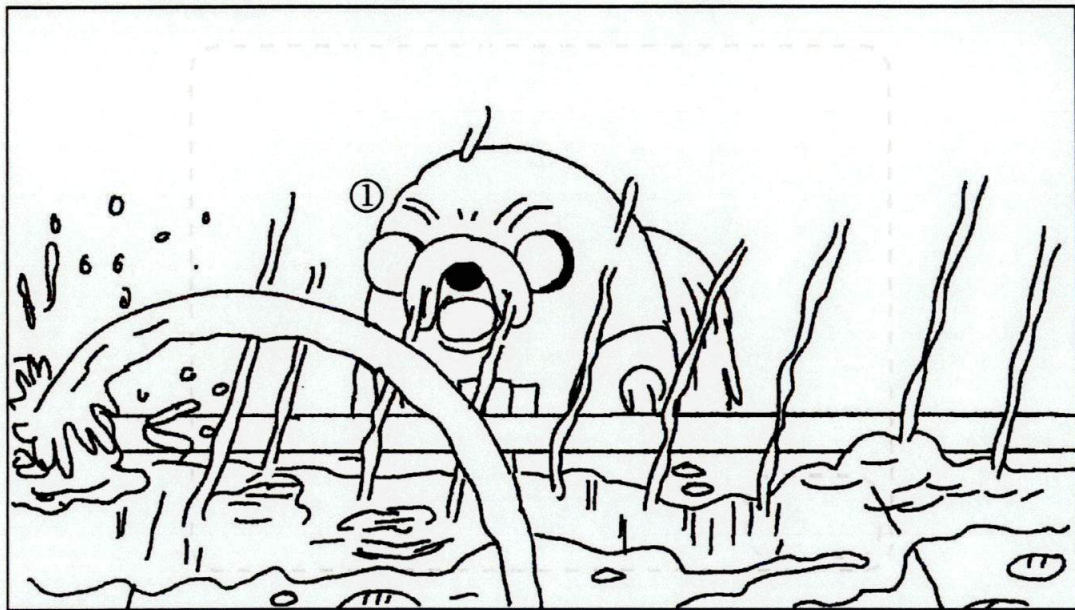
Page 71

Sc. 41 *cont*

Pnl. D

Bg.

day night



Sc. 42

Pnl. A

Bg.

day night



Dialog:

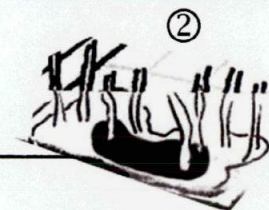
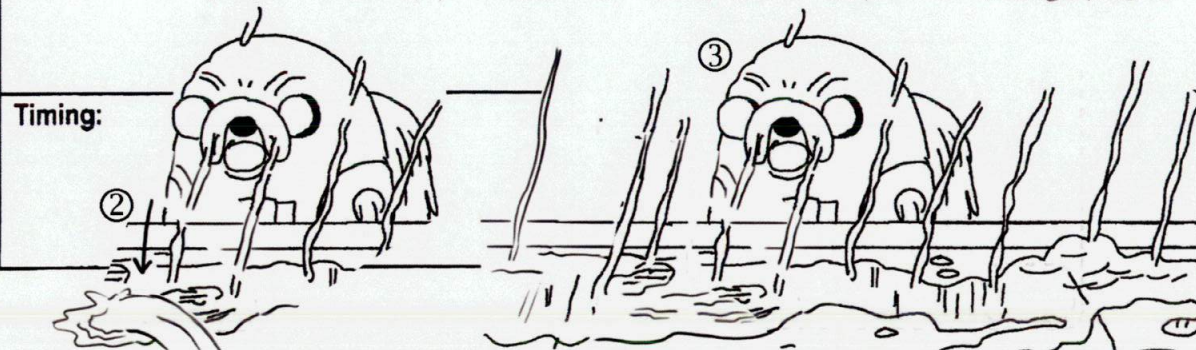
SFX: = SOUNDS OF THE SEA =

NOV 04 2015

Action:

- ACID STREAM SWEEPS ACROSS JAKE'S BUILDINGS.

Timing:



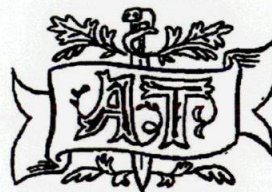
Production :

EPISODE # 1034-238

1034/238

1034/238

ADVENTURE TIME



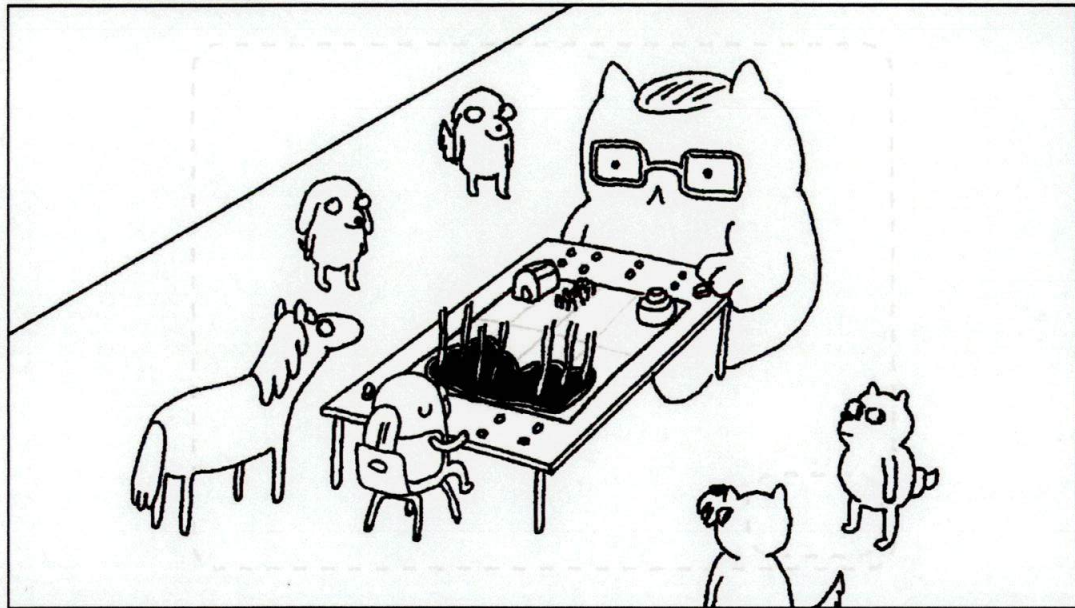
Page 72
day night

Sc. 42 *cont*

Pnl. B

Bg.

day night

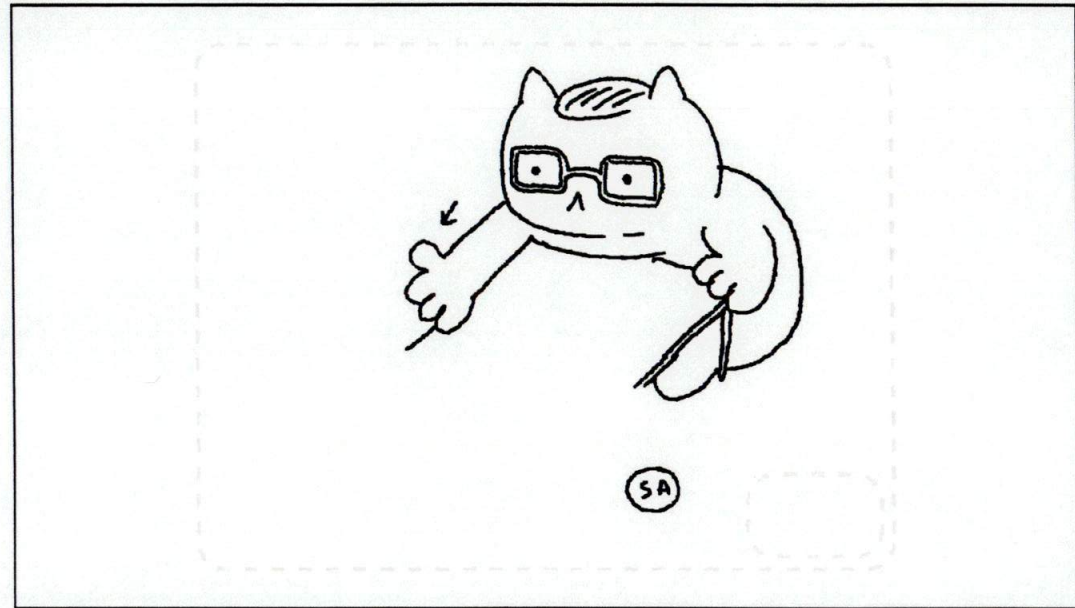


Sc. 42 *cont*

Pnl. C

Bg.

day night



Dialog:	<i>Sfx:</i> <i>* SSSS *</i>	
Action:	<i>- ACID DISSOLVES 'HOLE' IN GAME BOARD.</i>	<i>- G.P. OFFERS HIS HAND.</i>
Timing:		

NOV 04 2015

EPISODE # 1034-238

Production :

1034/238

1034/238

1034/238

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ADVENTURE TIME



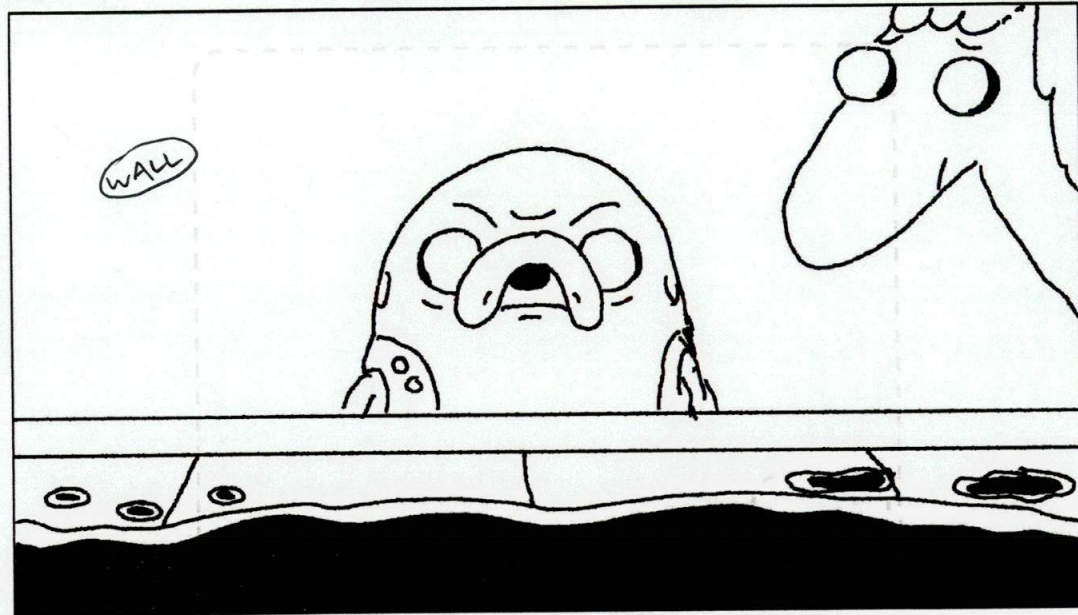
Page 73

Sc. 43

Pnl. A

Bg.

day night

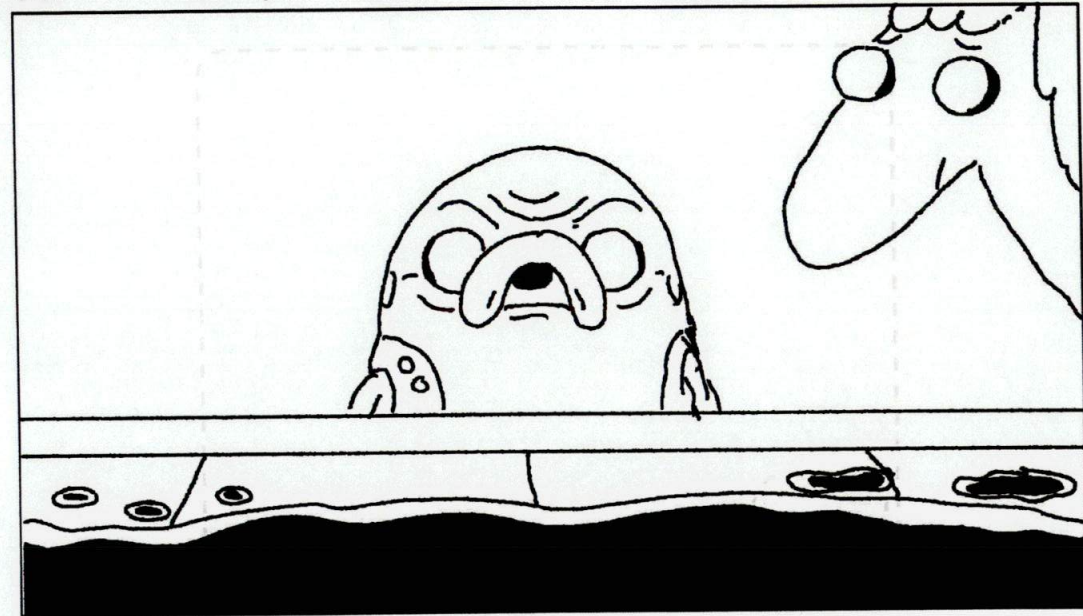


Sc. 43 *cont*

Pnl. B

Bg.

day night



Dialog:

SFX: ≡ SOUNDS OF THE SEA ≡

Action:

-JAKE GETS ANGRIER

NOV 04 2015

Timing:

EPISODE #

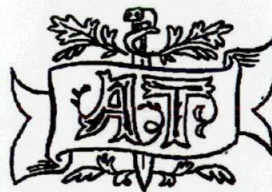
1034-238

Production :

1034/238

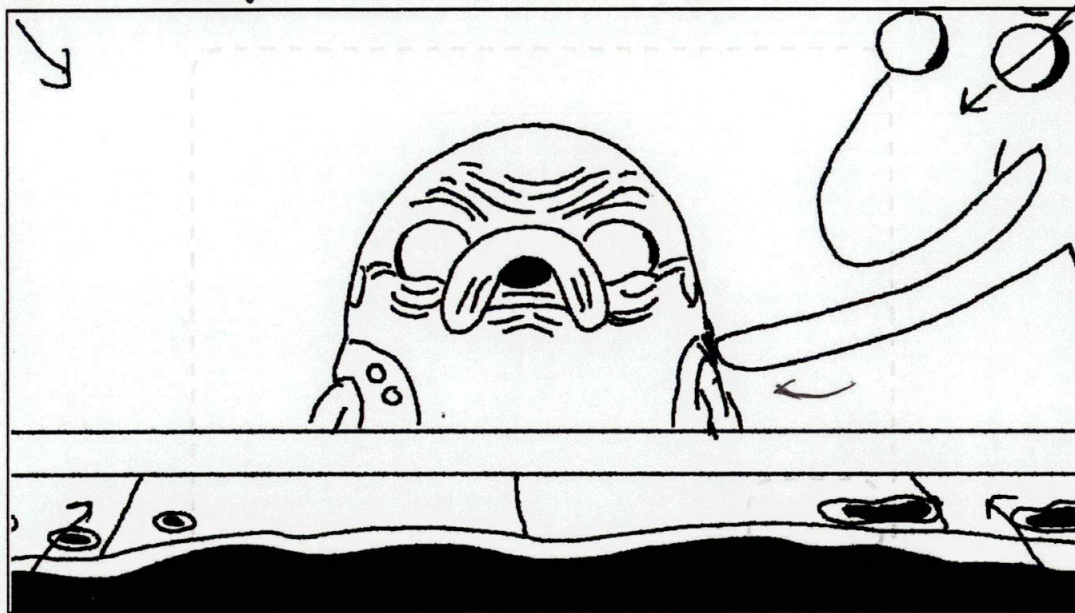
1034/238

ADVENTURE TIME

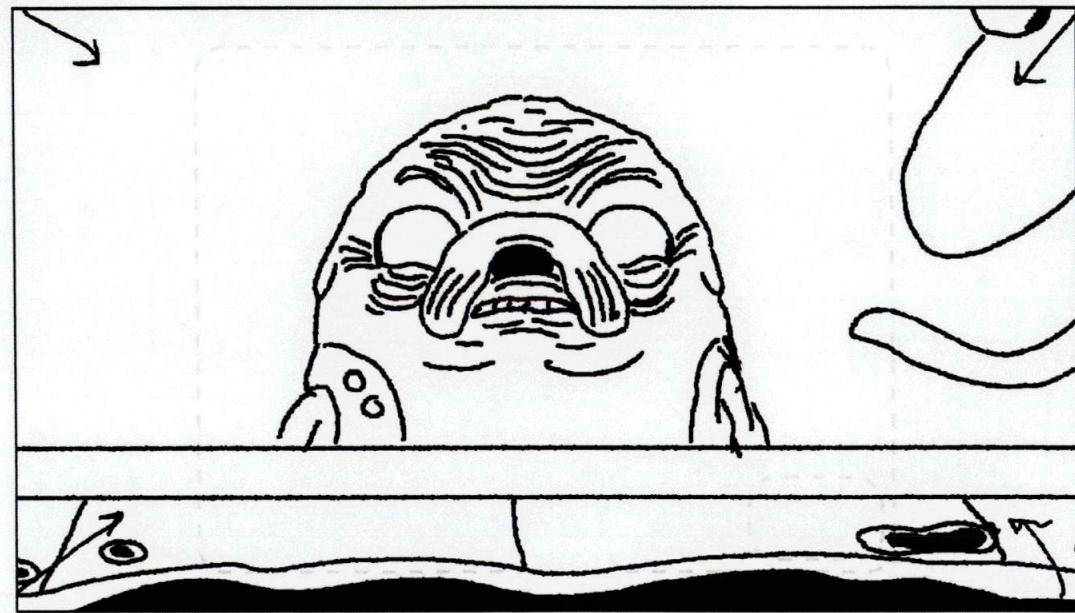


Page 74

Sc. 43 *CONT* Pnl. C Bg. day night



Sc. 43 *CONT* Pnl. D Bg. day night



Dialog:	<u>SFX:</u> = SOUNDS OF THE SEA =		
Action:	- PUSH IN ON JAKE.	- MONIKER TRIES TO COMFORT JAKE.	- MONKER WITHDRAWS HAND. NOV 04 2015
Timing:			

EPISODE # 1034-238

Production :

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1034/238

1034/238

1034/238

ADVENTURE TIME



Page 75

Sc. 43 *CONT*

Pnl. E

Bg.

day night

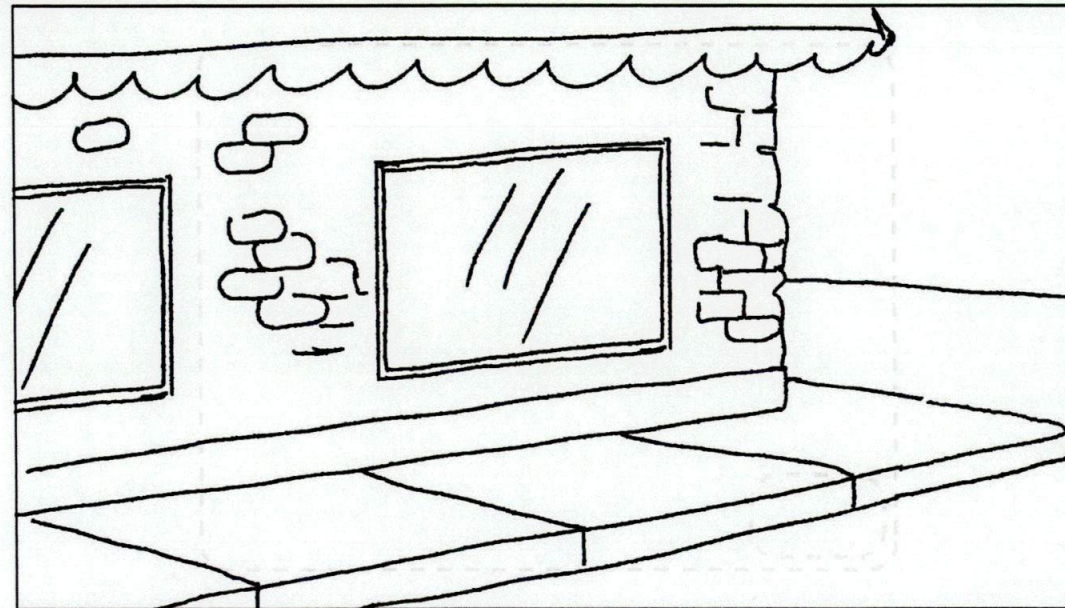


Sc. 44

Pnl. A

Bg.

day night



Dialog:

SFX: ≡ SOUNDS OF THE SEA ≡

Action:

-JAKE ROARS.

NOV 04 2015

Timing:

EPISODE # 1034-238

Production :

1034/238

1034/238

1034/238

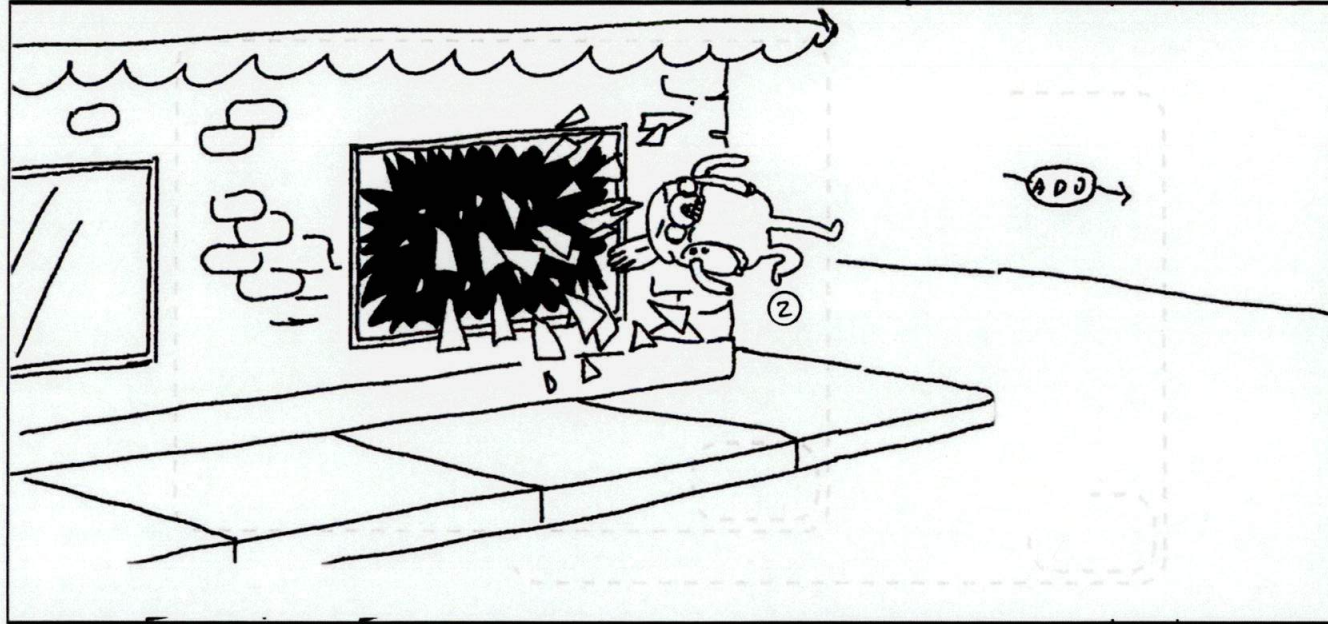
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ADVENTURE TIME



Page 76

Sc. 44 *cont* Pnl. 8 Bg. day night



Dialog:

SFX: ~ SOUNDS OF THE SEA ~

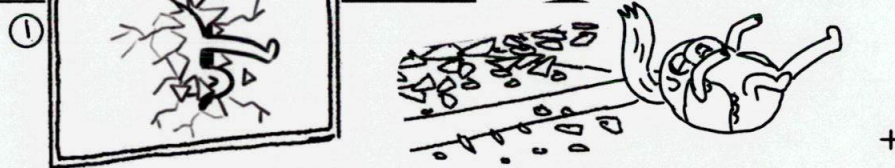
Action:

- J. CRASHES THROUGH WINDOW. → (3)

- ADJ. RIGHT TO JAKE.

NOV 04 2015

Timing:



EPISODE # 1034-238

1034/238

Production :

1034/238

ADVENTURE TIME



Page 77

Sc. 44 *CONT*

Pnl. C

Bg.

day night

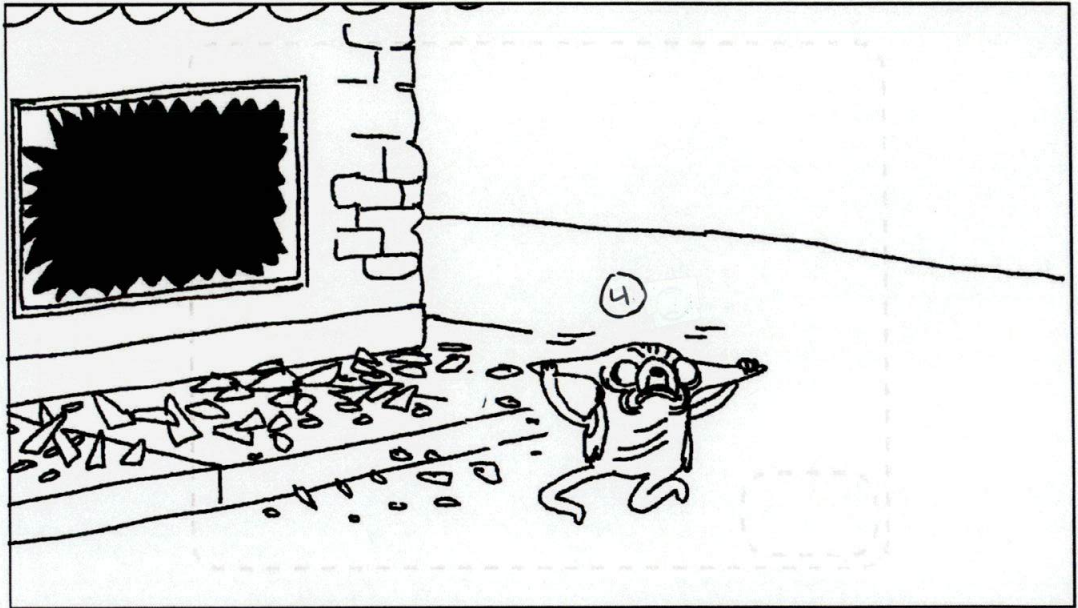


Sc. 44 *CONT*

Pnl. D

Bg.

day night



Dialog:

SFX:

≡ SOUNDS OF THE SEA ≡

NOV 04 2015

Action:

-J. SHAKES WITH FURY.

-J. PULLS TWO
"HORNS" OUT.
FROM HEAD.

Timing:



Production :

EPISODE #

1034-238

1034/238

1034/238

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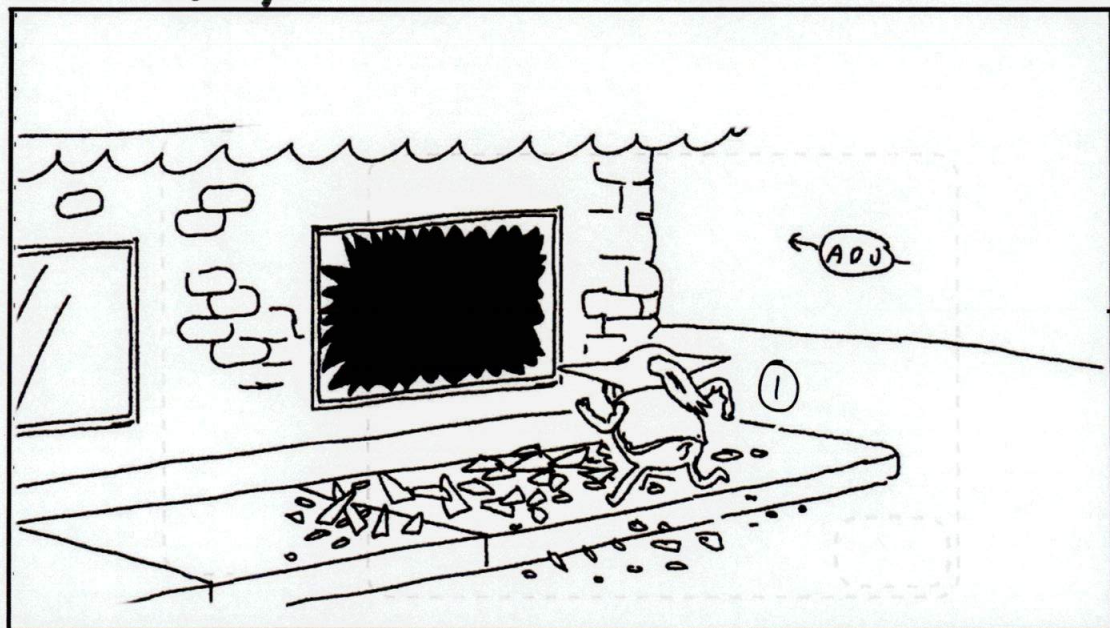
1034/238

ADVENTURE TIME

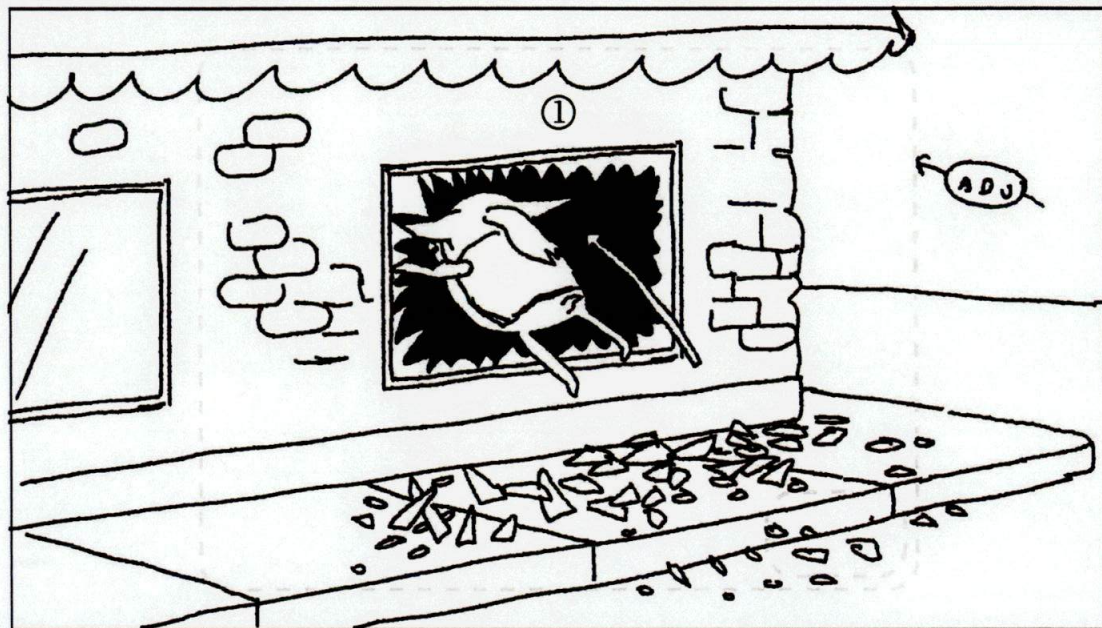


Page 78

Sc. 44 *cont* Pnl. E Bg. day night



Sc. 44 *cont* Pnl. F Bg. day night



Dialog:

SFX: **== SOUNDS OF THE SEA ==**

NOV 04 2015

Action:

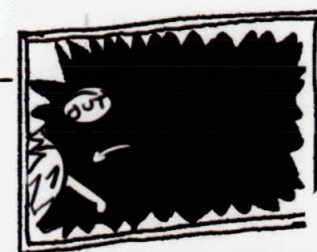
- J. RUNS
- ANTICS FOR JUMP



- J. LEAPS INTO BUILDING.

②

Timing:



EPISODE # 1034-238

1034/238

Production :

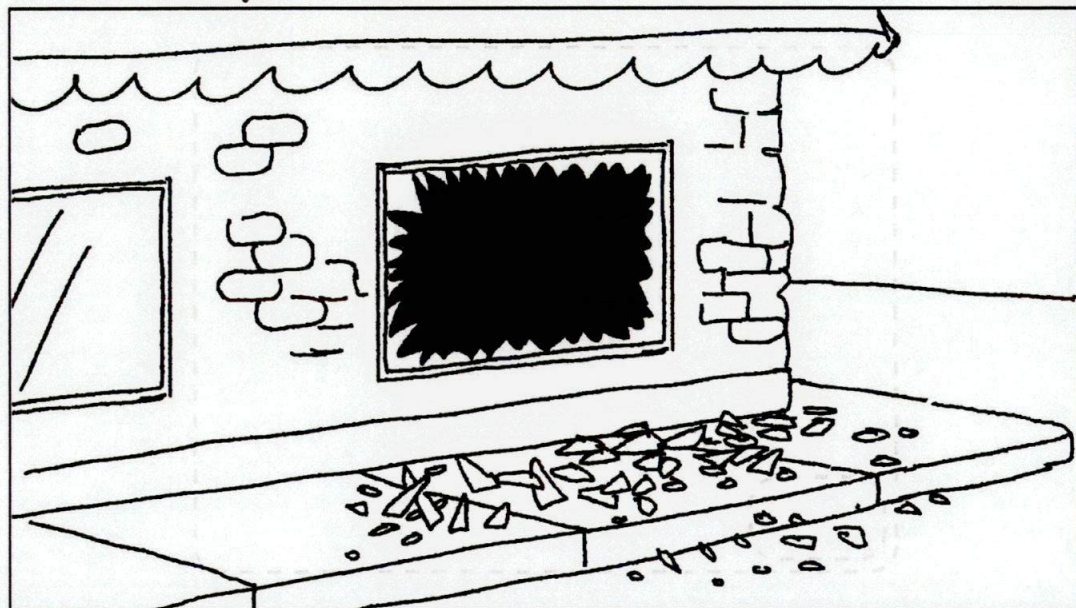
1034/238

ADVENTURE TIME

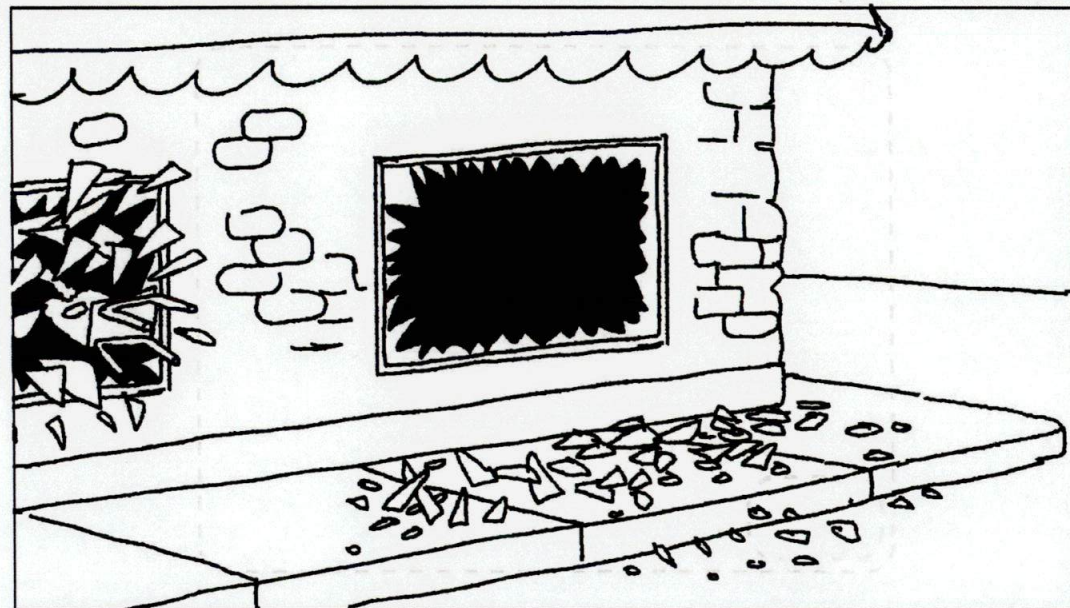


Page 79

Sc. 44 *cont* Pnl. G Bg. day night



Sc. 44 *cont* Pnl. H Bg. day night



Dialog:

SFX: ≡ SOUNDS OF THE SEA ≡

Action:

≡ BEAT ≡

- OTHER WINDOW BREAKS,

NOV 04 2013

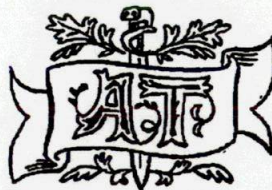
Timing:

EPISODE # 1034-238

Production :

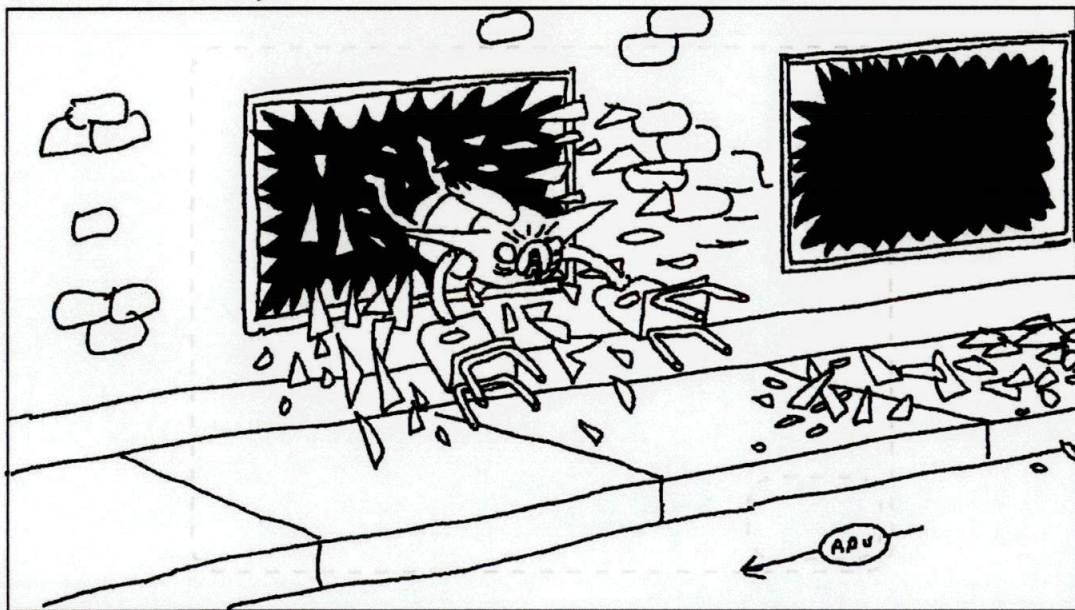
1034/238

ADVENTURE TIME

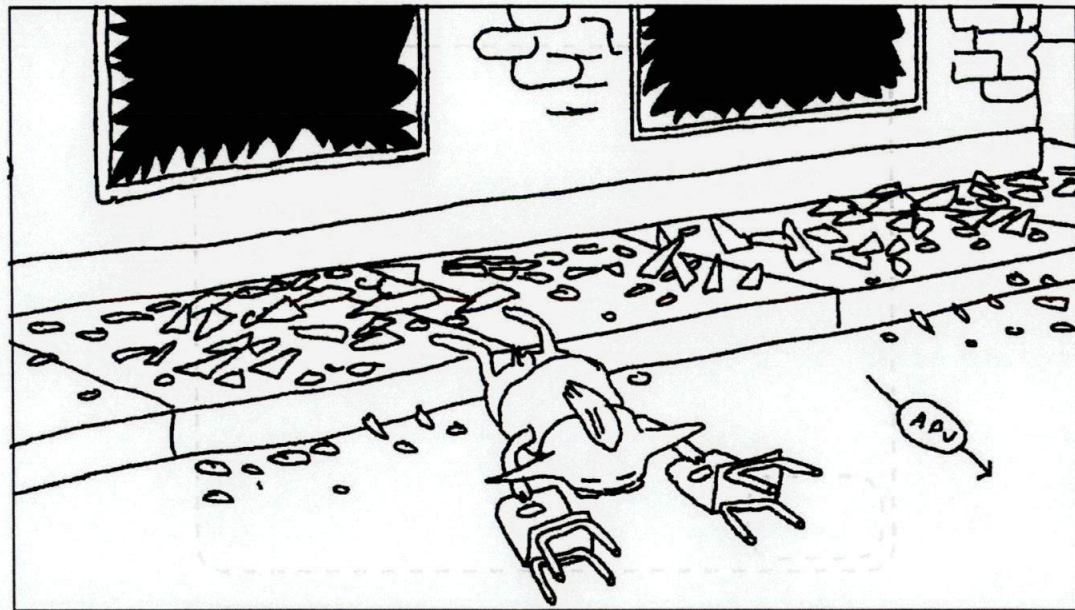


Page 80

Sc. 44 *CONT* Pnl. I Bg. day night



Sc. 44 *CONT* Pnl. J Bg. day night



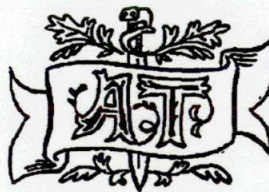
Dialog:	<u>SFX</u> = SOUNDS OF THE SEA =	
Action:	- J. LANDS ON GROUND HOLDING 2 CHAIRS.	NOV 04 2015
Timing:		

EPISODE # 1034-238

Production :

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ADVENTURE TIME

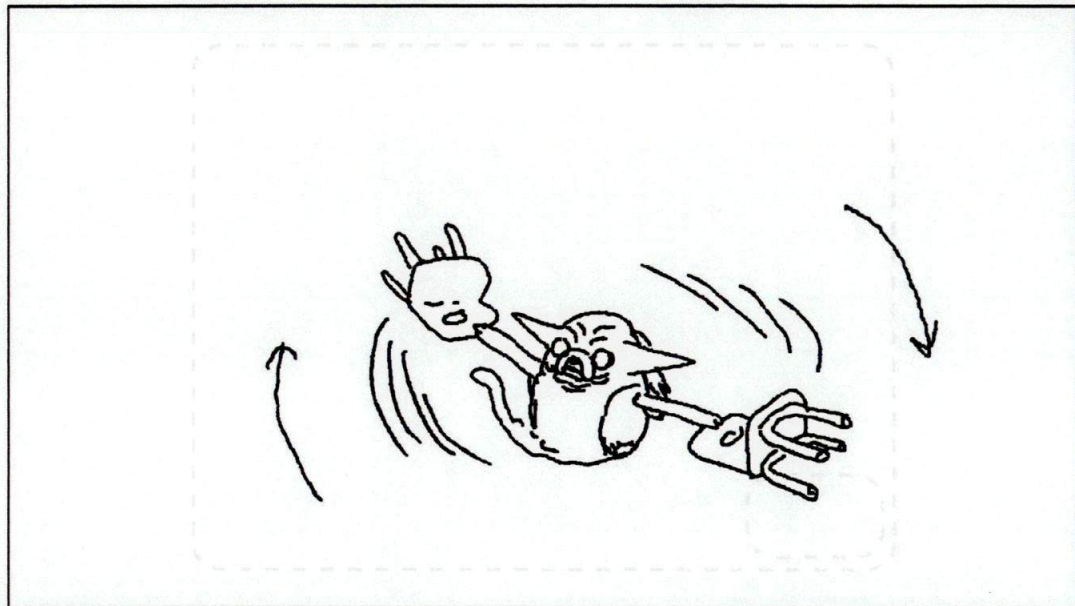


Page 81

Sc. 44 *cont* Pnl. K

Bg.

day night

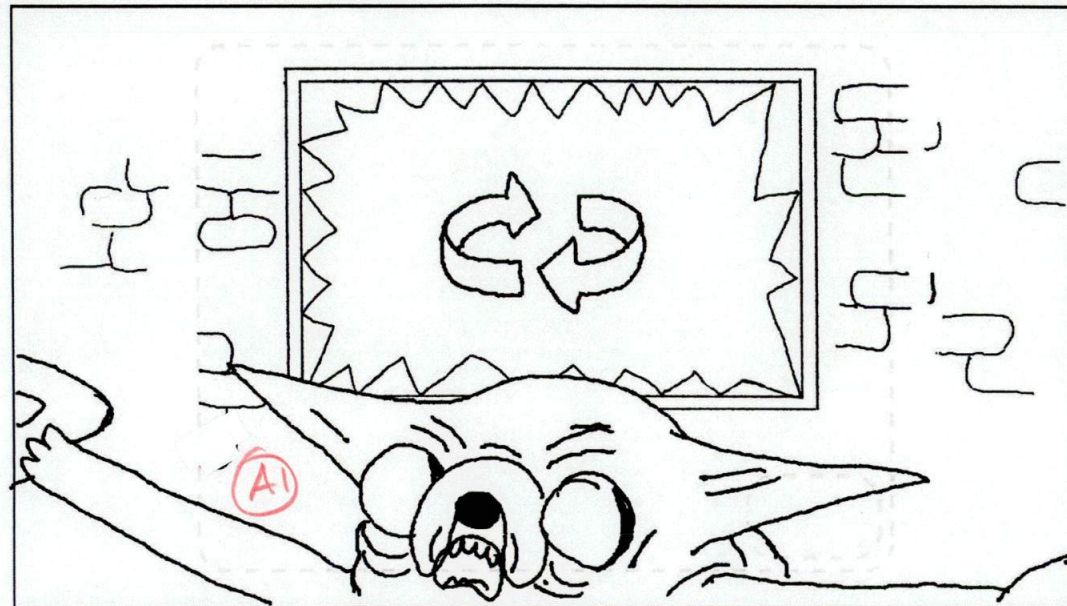


Sc. 45

Pnl. A

Bg.

day night



Dialog:

- J. SWINGS CHAIRS
BACK AND FORTH.

SEX!

= SOUNDS

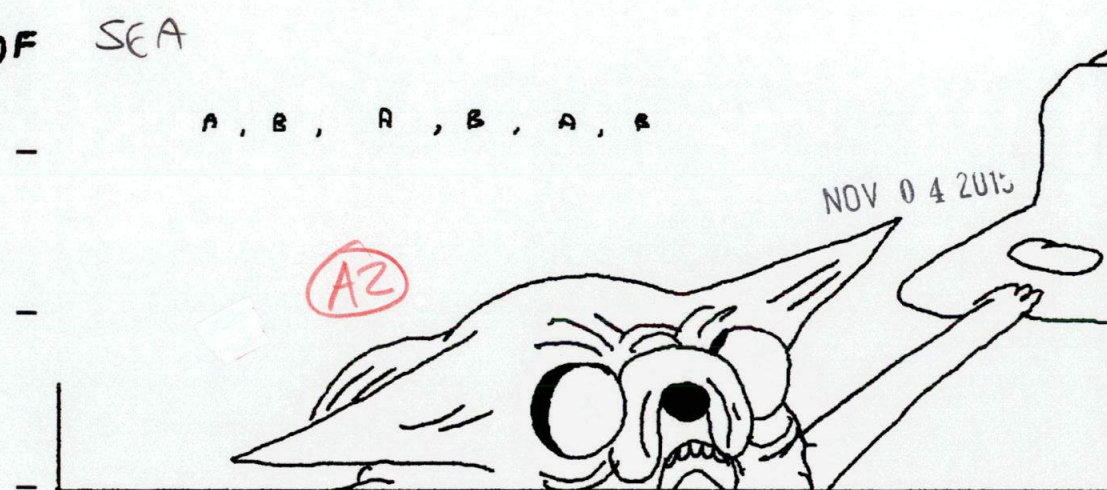
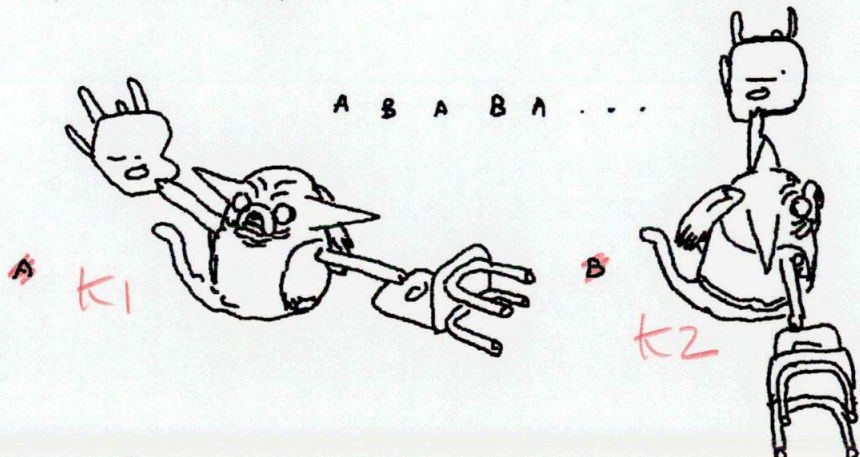
OF SEA

A, B, A, B, A, B

Acti

A B A B A ...

Timi



EPISODE # 1034-238

Production :

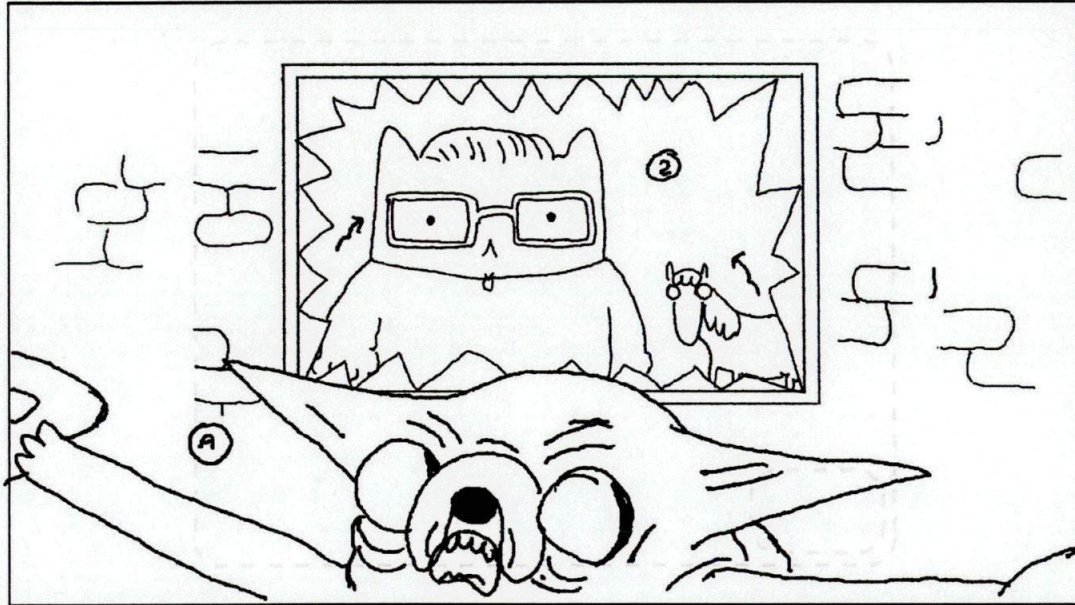
1034/238

ADVENTURE TIME

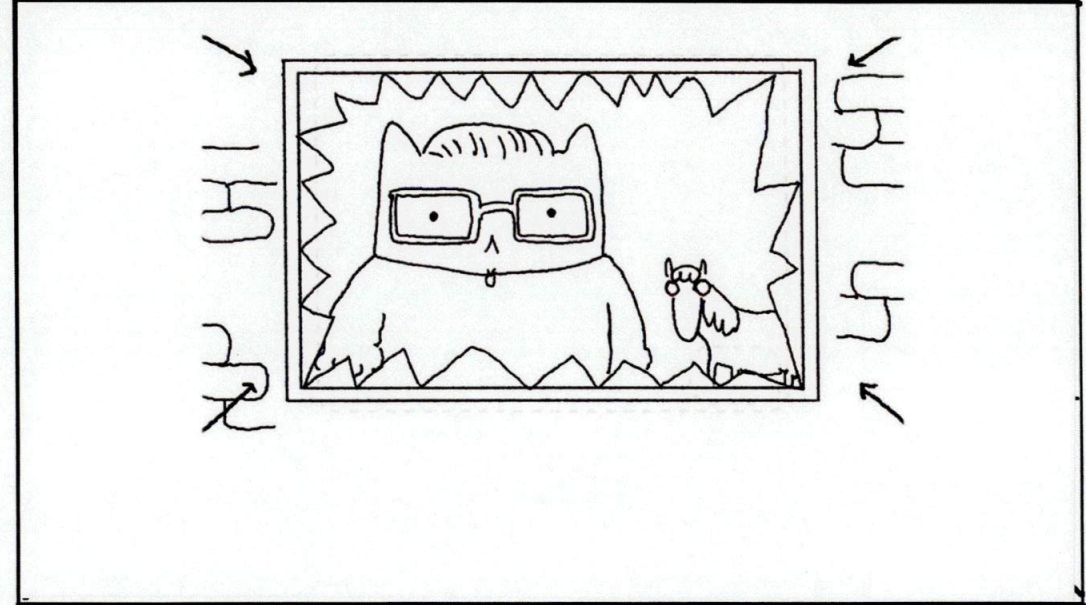


Page 82

Sc. 45 *cont* Pnl. B Bg. day night



Sc. 45 *cont* Pnl. C Bg. day night

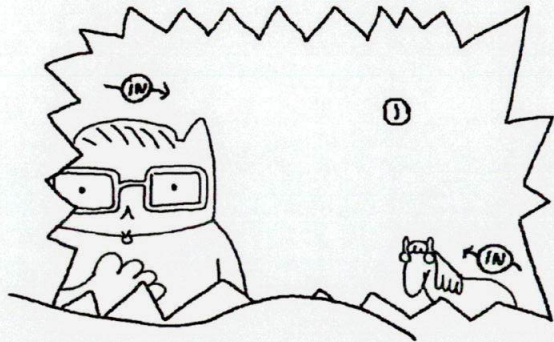


Dialog:

Sfx: **== SOUNDS OF THE SEA ==**

Action:

Timing:



- GP AND MONIKER
STEP INTO VIEW OUTSIDE BUILDING

NOV 04 2015

Production :

EPISODE #

1034-238

1034/238

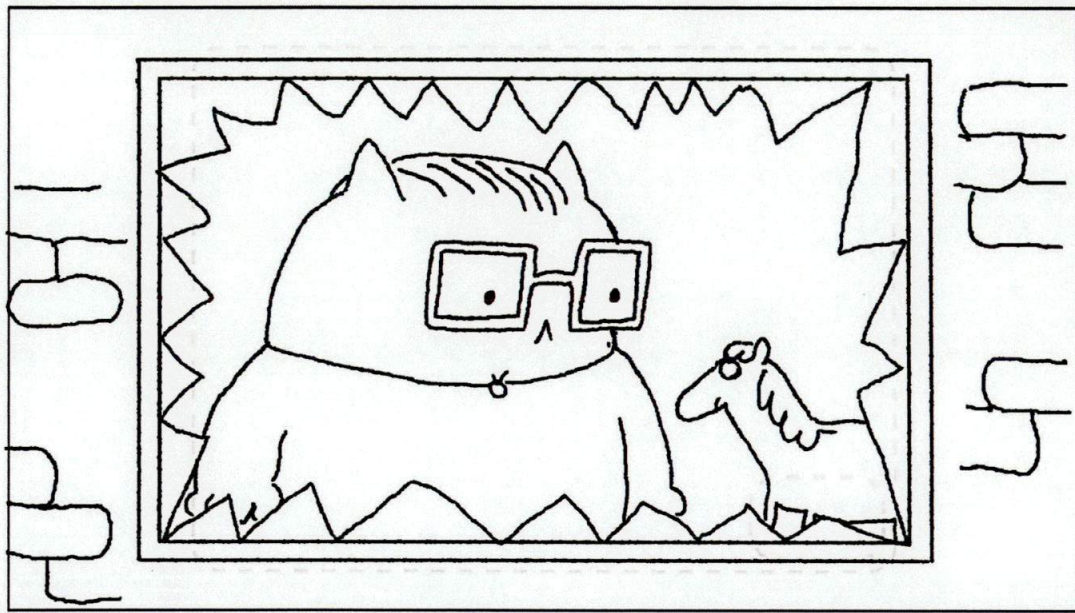
1034/238

1034/238

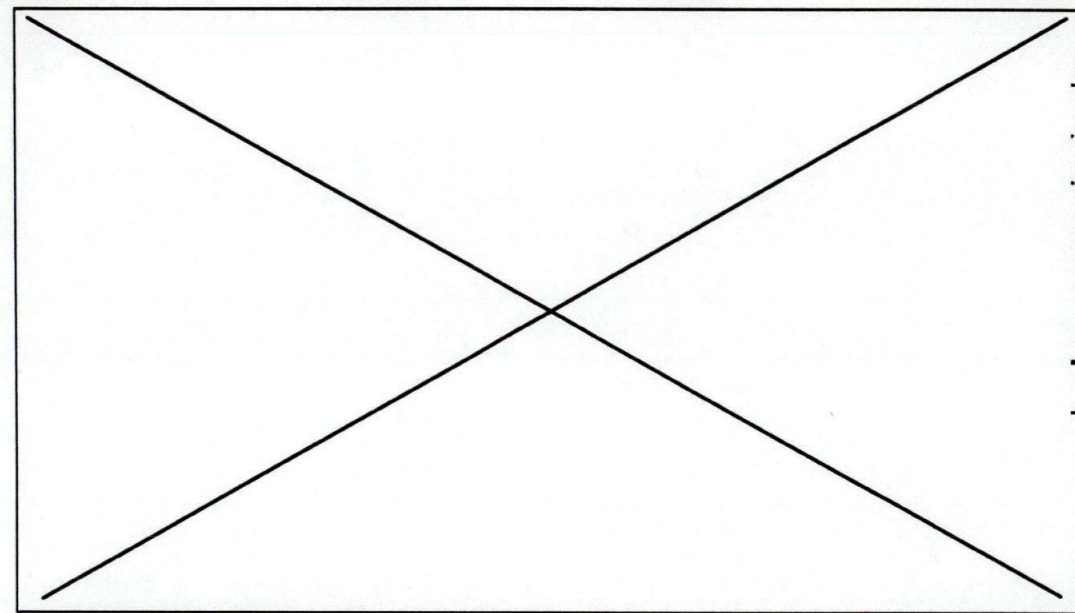
ADVENTURE TIME



Sc. 45 *CONT* Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<i>Sfx: ~ SOUNDS OF THE SEA ~</i>
Action:	<i>- GP + MONIKER LOOK AT EACH OTHER</i> <div>NOV 04 2010</div>
Timing:	

EPISODE # 1034-238

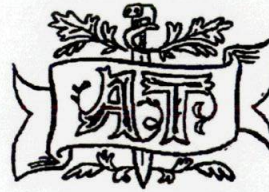
Production :

1034/238

1034/238

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ADVENTURE TIME



Page 84
85A NEXT

Sc. **45 CONT** Pnl. - Bg. day night

X - DISSOLVE

Sc. **46** Pnl. **A** Bg. day night

Dialog:	<u>SFX:</u> ≡ SOUNDS OF THE SEA ≡
Action:	NOV 04 2015
Timing:	

EPISODE # 1034-238

Production :

1034/238

1034/238

1034/238

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ADVENTURE TIME

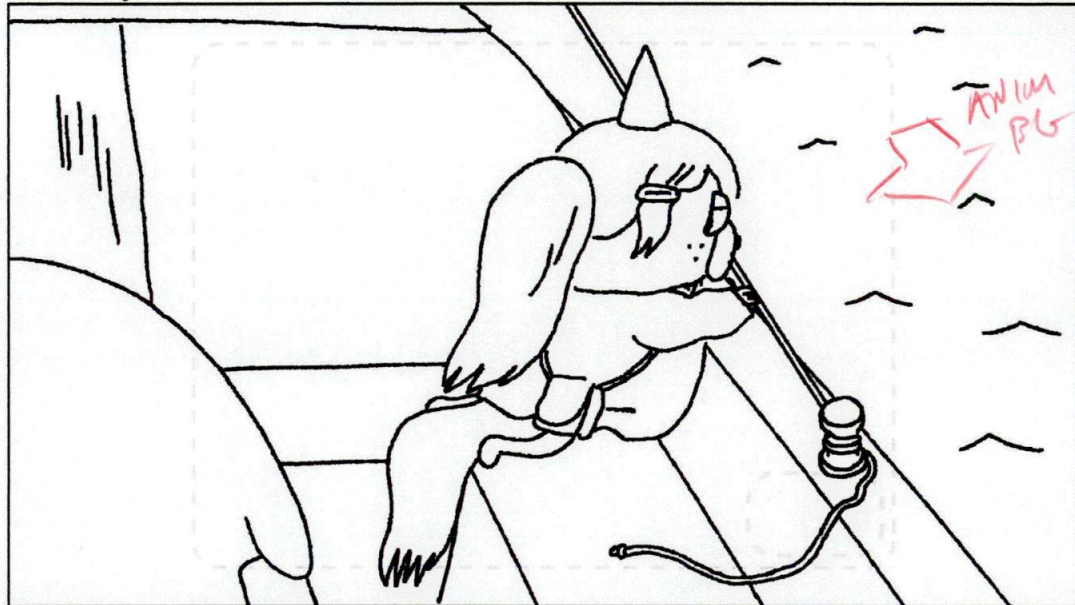


Sc. **47**

Pnl. **A**

Bg.

day night



Sc. **47 CONT**

Pnl. **B**

Bg.

85 A
Page **85B NEXT**
day night



Dialog:

Action:

PRE - YAWN.

NOV 04 2010

Timing:

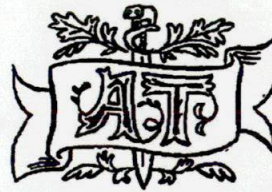
Production :

EPISODE # **1034-238**

1034/238

1034/238

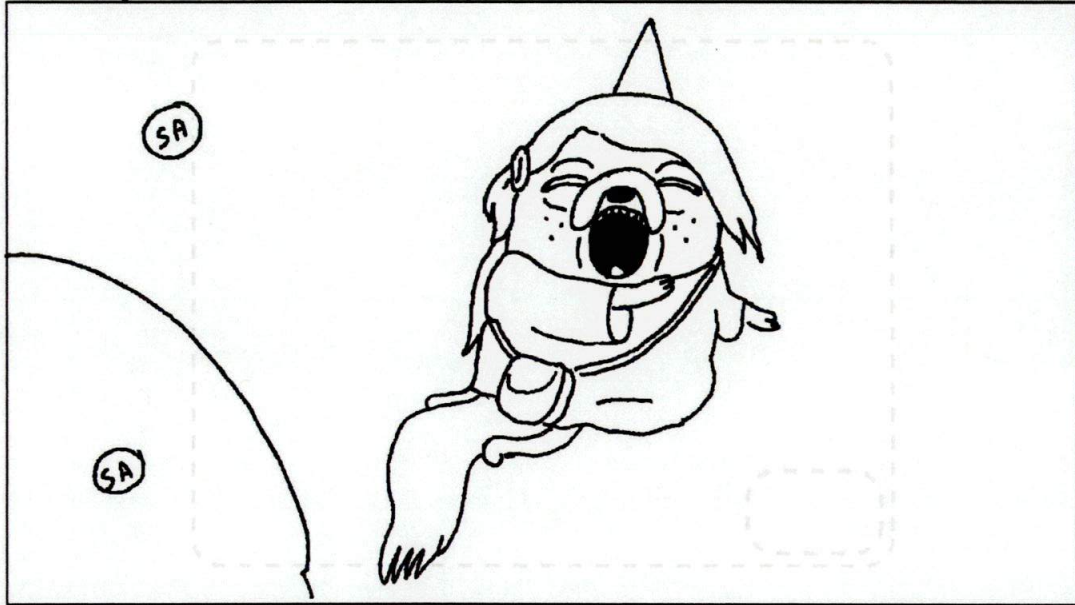
ADVENTURE TIME



Sc. *47 CONT* Pnl. *C*

Bg.

day night



Sc. *47 CONT* Pnl. *D*

Bg.



Page *85 B*
26 NEXT
day night

Dialog:

☺ ≡ YAWN! ≡

Action:

NOV 04 2015

Timing:

EPISODE # 1034-238

Production :

1034/238

1034/238A

1034/238

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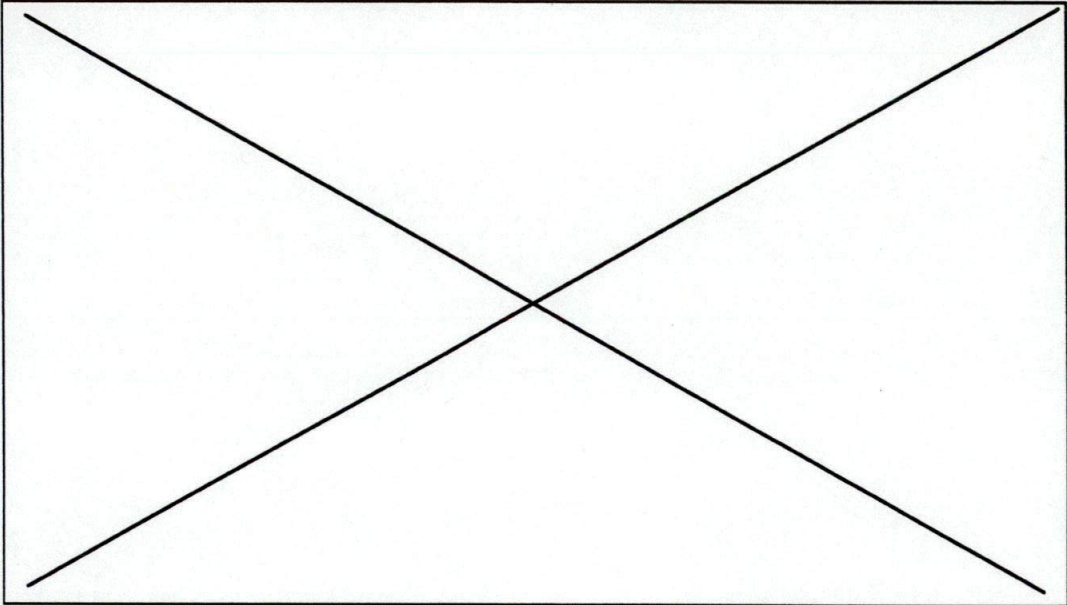
ADVENTURE TIME



Sc. 47 *CONT* Pnl. *C1* Bg. day night



Sc. Pnl. Bg. day night



Dialog:

q THAT'S TOO MANY RULES. I DON'T DO CARDS TO FOLLOW RULES,

Action:

Timing:

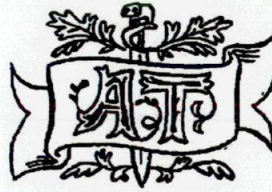


-C. STROKES HAIR
ABSENT-MINDEDLY
NOV 04 2015

EPISODE # 1034-238

Production :

ADVENTURE TIME



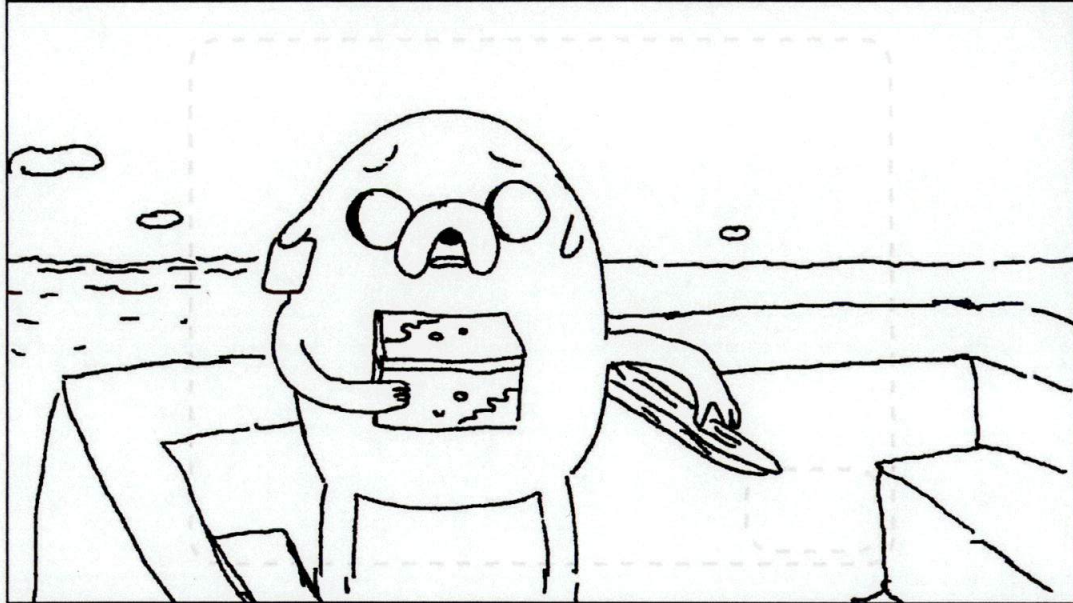
Page 67

Sc. 48

Pnl. A

Bg.

day night

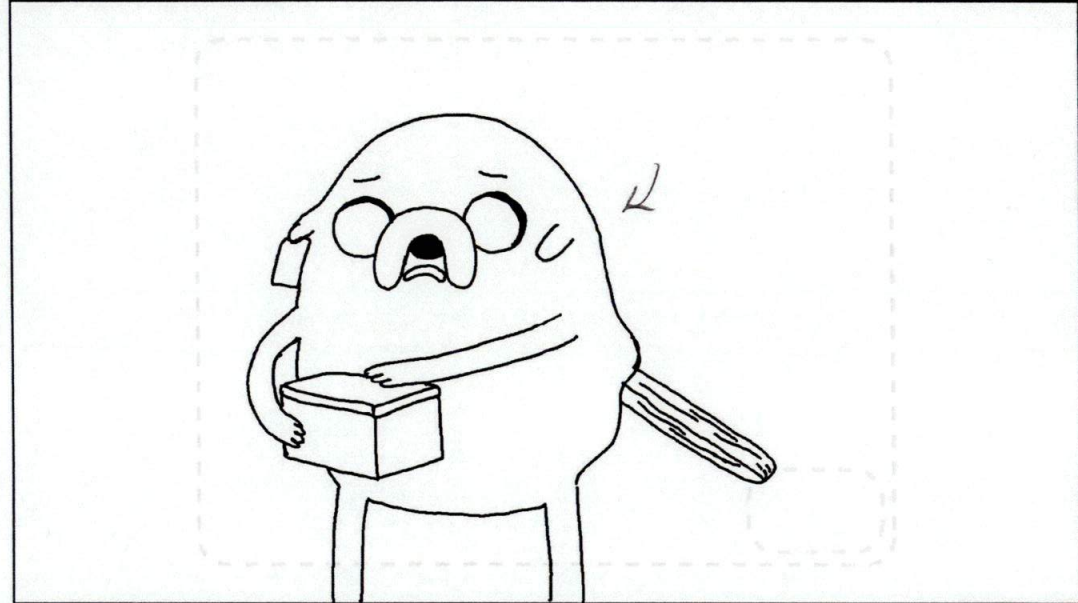


Sc. 48 *CONT*

Pnl. B

Bg.

day night



Dialog:

①/ BUT YOU COULD --

Action:

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

Production :

1034/238

ADVENTURE TIME



Page 88

Sc. 48 *CONT* Pnl. *C*

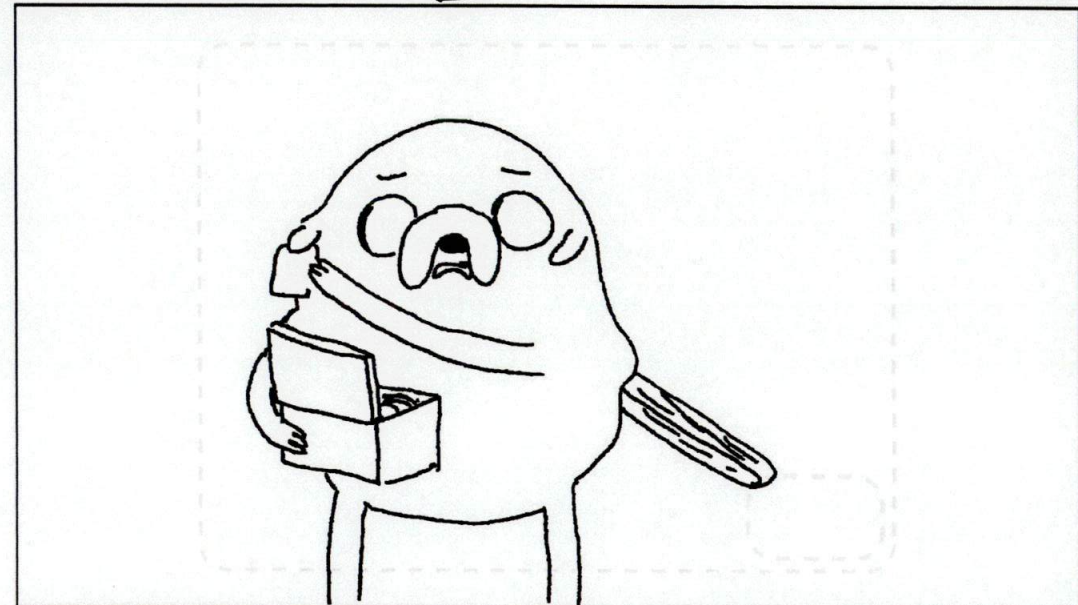
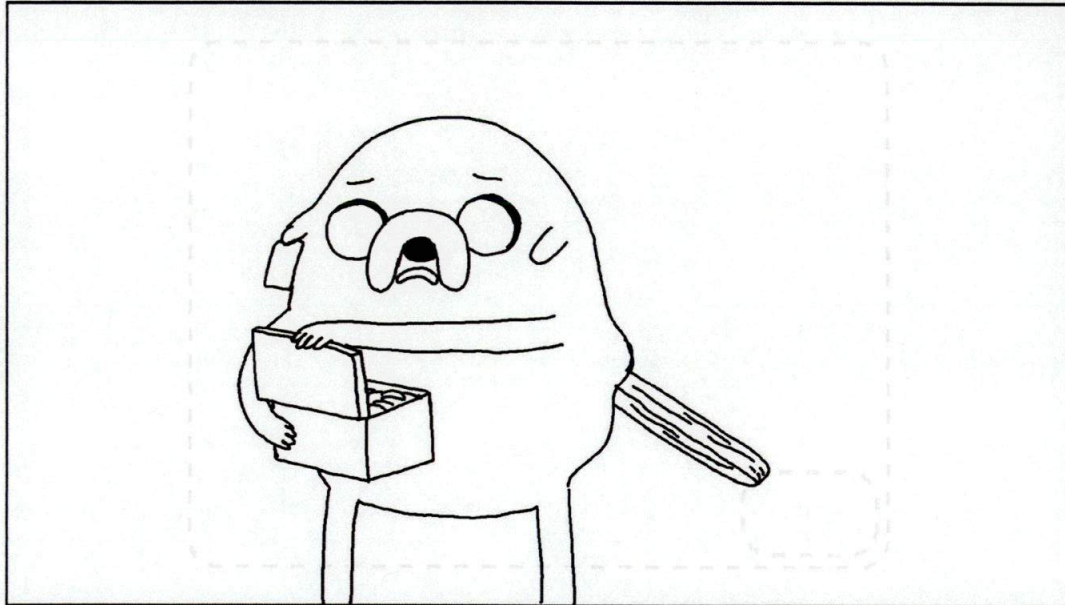
Bg.

day night

Sc. 48 *CONT* Pnl. *D*

Bg.

day night



Dialog:

①/ (CONT) BE SO GOOD !

Action:

NOV 04 2015

Timing:

EPISODE #

1034-238

1034/238

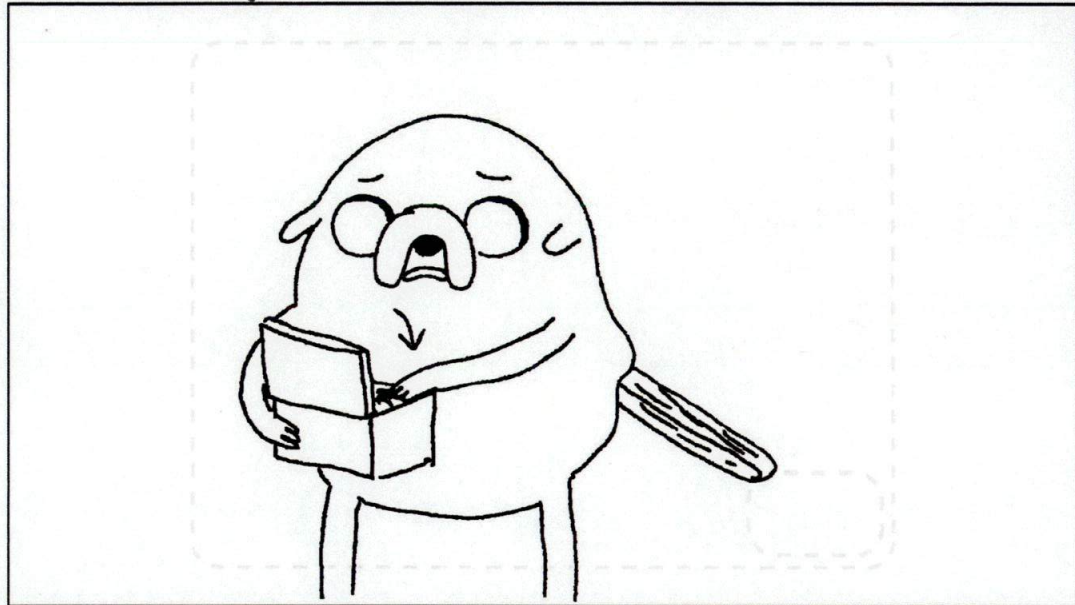
Production :

1034/238

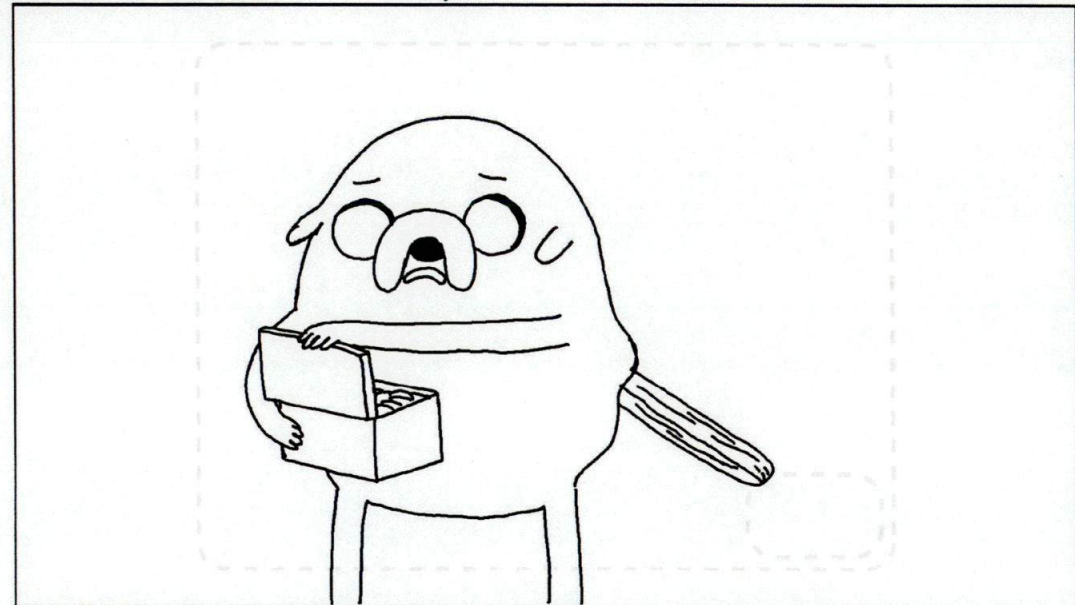
ADVENTURE TIME



Sc. 48 *CONT* Pnl. *E* Bg. day night



Sc. 48 *CONT* Pnl. *F* Bg. day night



Dialog:	
Action:	J. PUTS CARD IN BOX.
Timing:	
NOV 04 2015	

EPISODE # 1034-238

Production :

1034/238

1034/238

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ADVENTURE TIME



Page **90**

Sc. 48 **CONT**

Pnl. **G**

Bg.

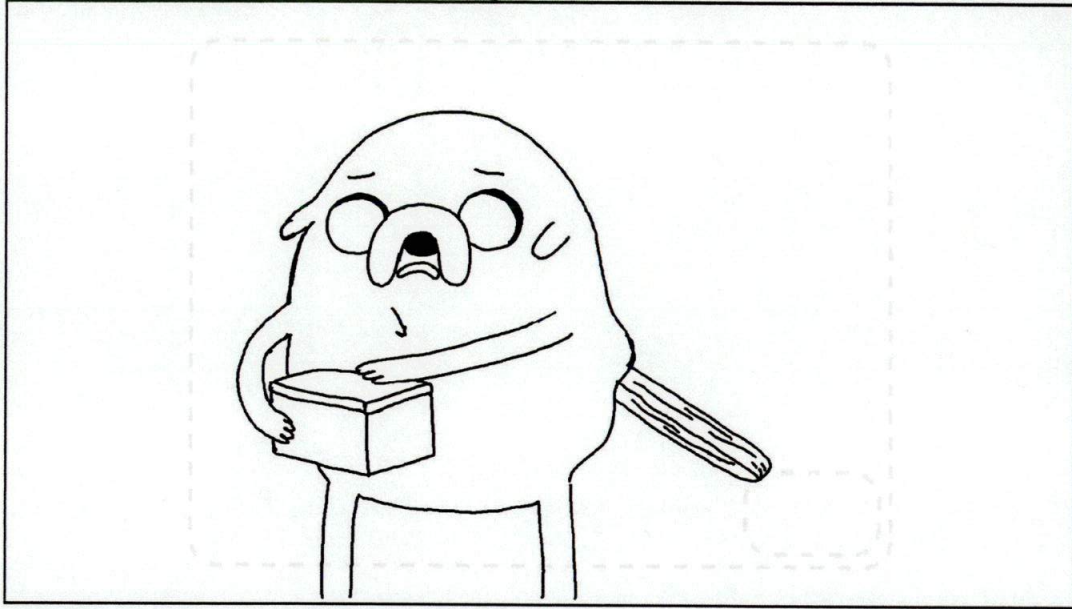
day night

Sc. 48 **CONT**

Pnl. **H**

Bg.

day night



Dialog:

J (CONT)

DADDY'S

PRO - TEDGE !

Action:

NOV 04 2015

Timing:

1034-238

EPISODE #

1034-238

Production :

1034/238

ADVENTURE TIME

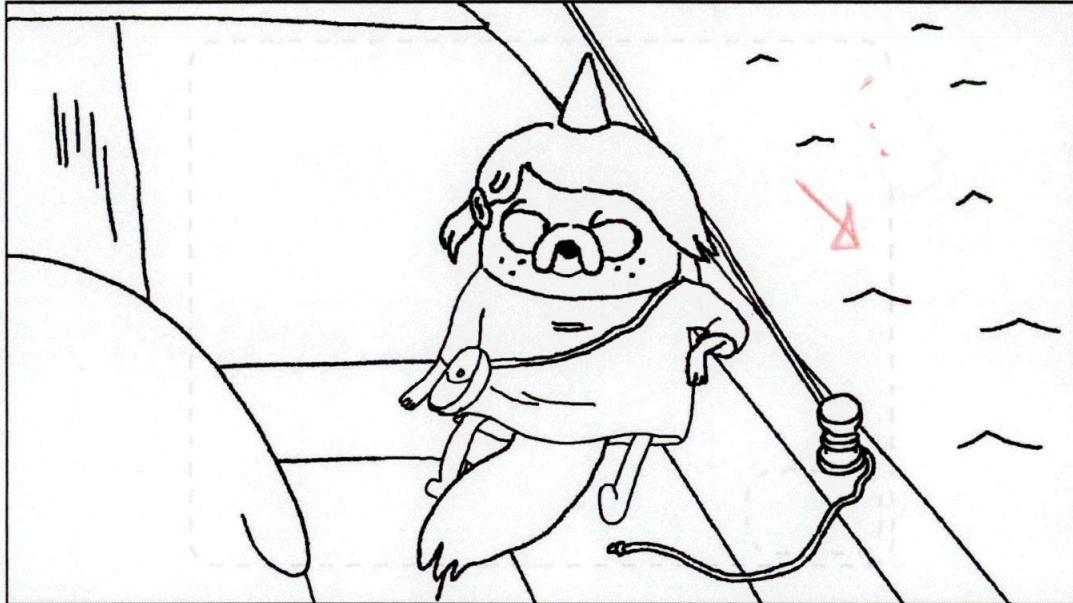


Sc. 49

Pnl. A

Bg.

day night



Sc. 49 *cont*

Pnl. B

Bg.

day night



Dialog:

© OF COURSE I'D BE GOOD AT IT BUT I'M NOT INTO IT.

Action:

NOV 04 2015

Timing:

EPISODE # 1034-238

1034/238

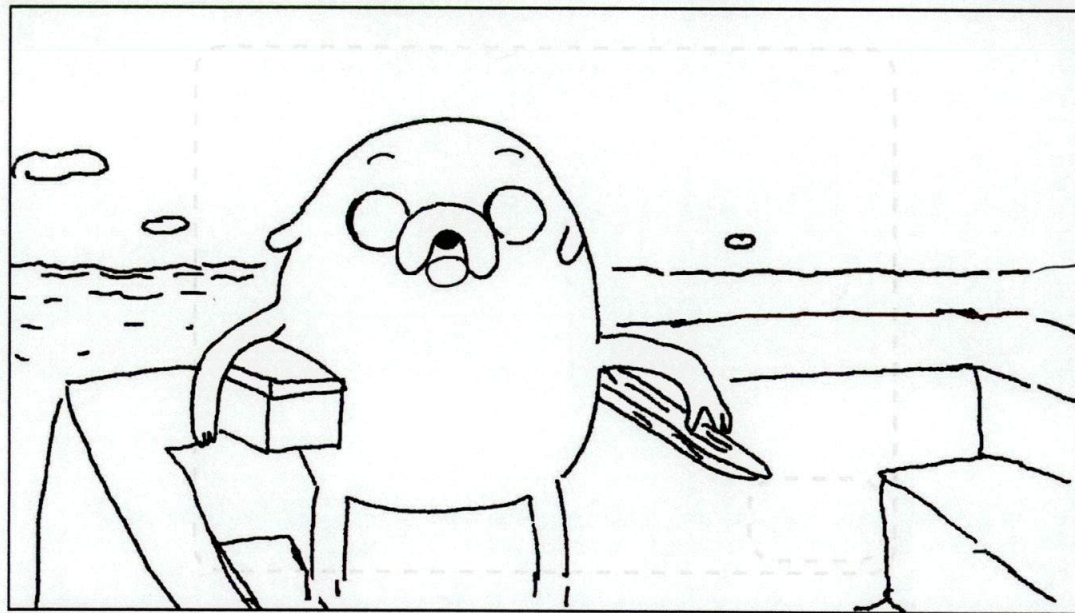
Production :

ADVENTURE TIME



Page 92

Sc. 50 Pnl. A Bg. day night



Sc. 50 *CONT* Pnl. B Bg. day night



Dialog:
Q I'VE BEEN WAITING YEARS FOR A
GREAT CARD WARS PARTNER... Q (CONT) LOOK, I LOST TRACK OF HOW OLD I AM.

Action:

Timing:

NOV 04 2015

EPISODE # 1034-238
1034/238
Production :

1034/238

1034/238

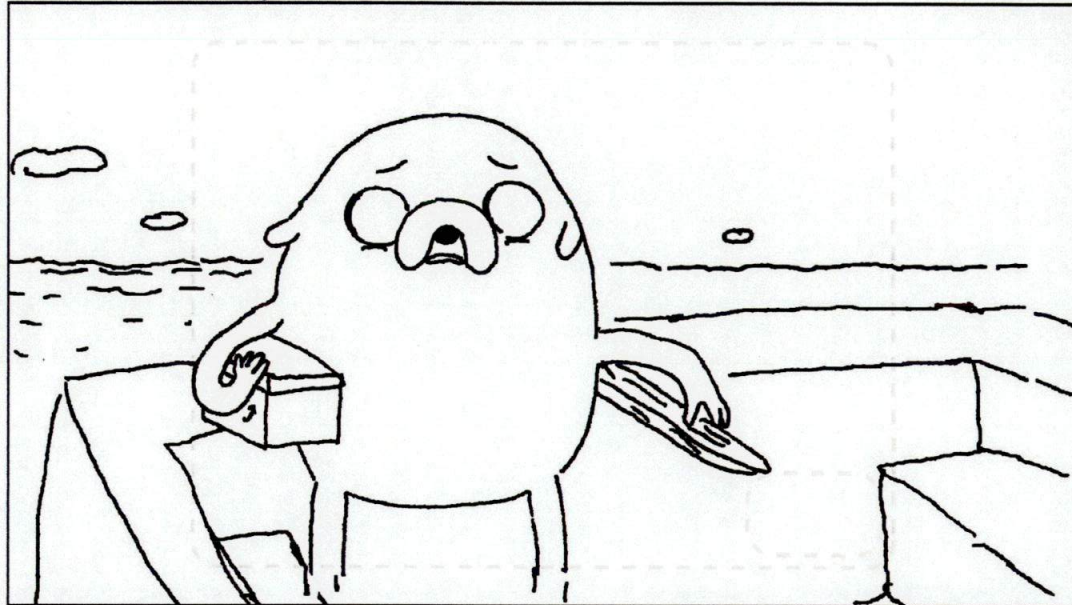
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ADVENTURE TIME

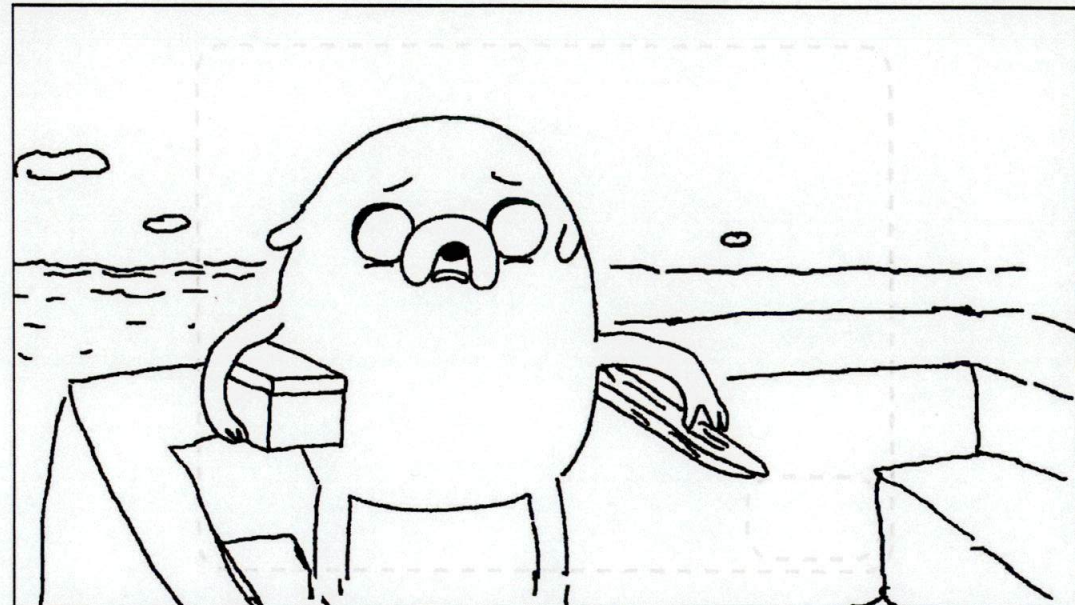


Page **93**

Sc. 50 **CONT** Pnl. C Bg. day night



Sc. 50 **CONT** Pnl. D Bg. day night



Dialog:

☺ MAYBE I'M ALMOST FORTY, I DON'T KNOW.

☺ I AT LEAST NEED TO UNPACK MY LAST DECADE BEFORE EMBARKING ON MY NEXT DECADE.

Action:

NOV 04 2015

Timing:

EPISODE #

1034-238

1034/238

Production :

1034/238

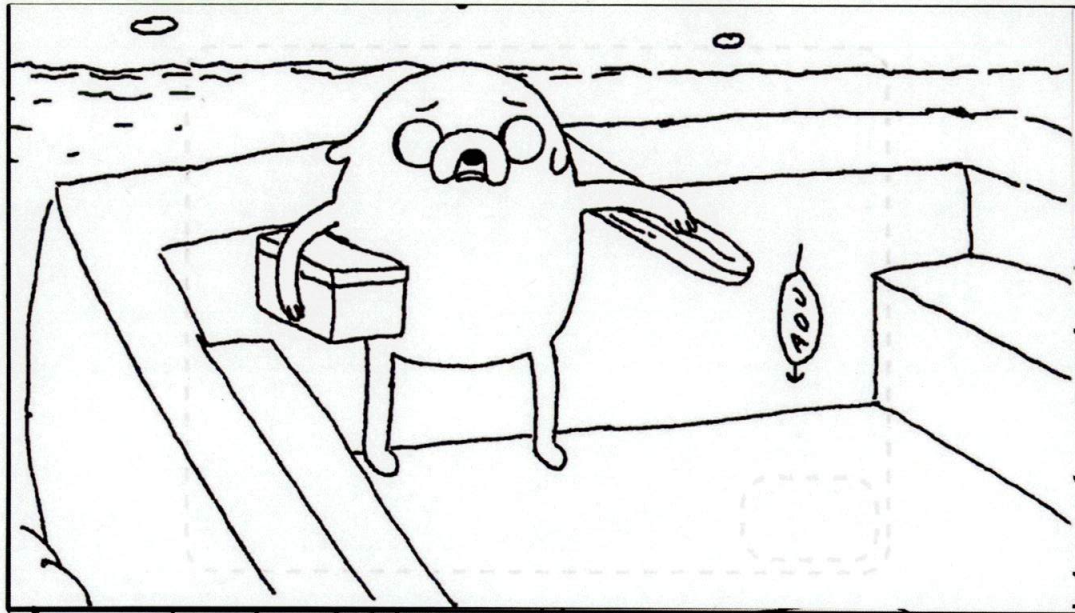
1034/238

ADVENTURE TIME

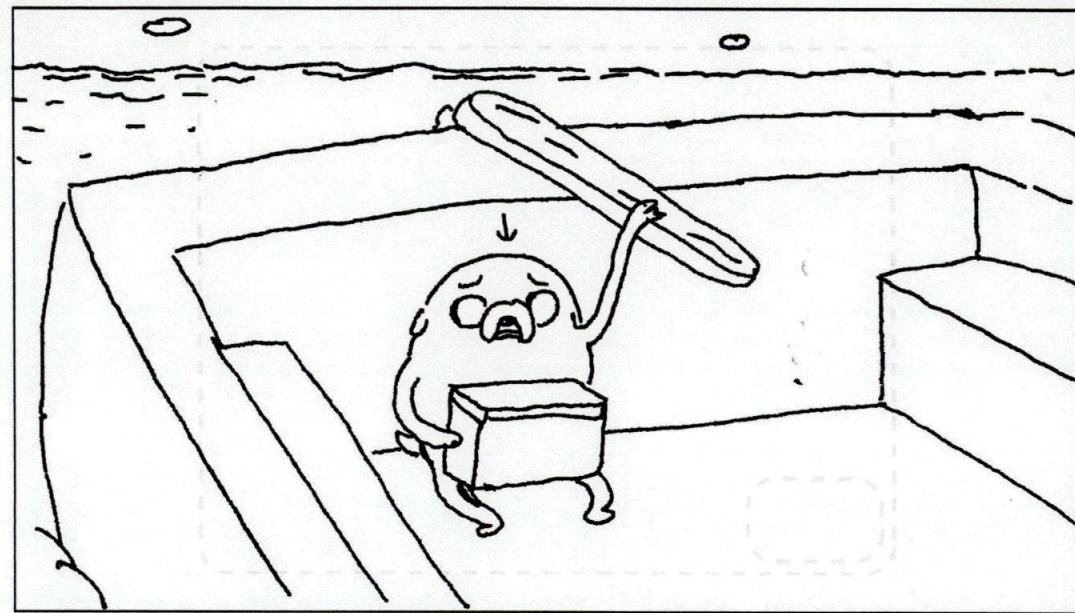


Page **94**

Sc. 50 **CONT** Pnl. **E** Bg. day night



Sc. 50 **CONT** Pnl. **F** Bg. day night



④ IVE GOT TO WIN AND BE
DIGNIFIED. TWENTIES ARE
FOR REGRETTING ,

④ THIRTIES ARE FOR BEING DIGNIFIED
AND FORTIES ARE OLDER THAN
I EVER WANT TO BE.

- J SHRINKS . ADJ. W/ JAKE

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

Production :

1034/238

ADVENTURE TIME

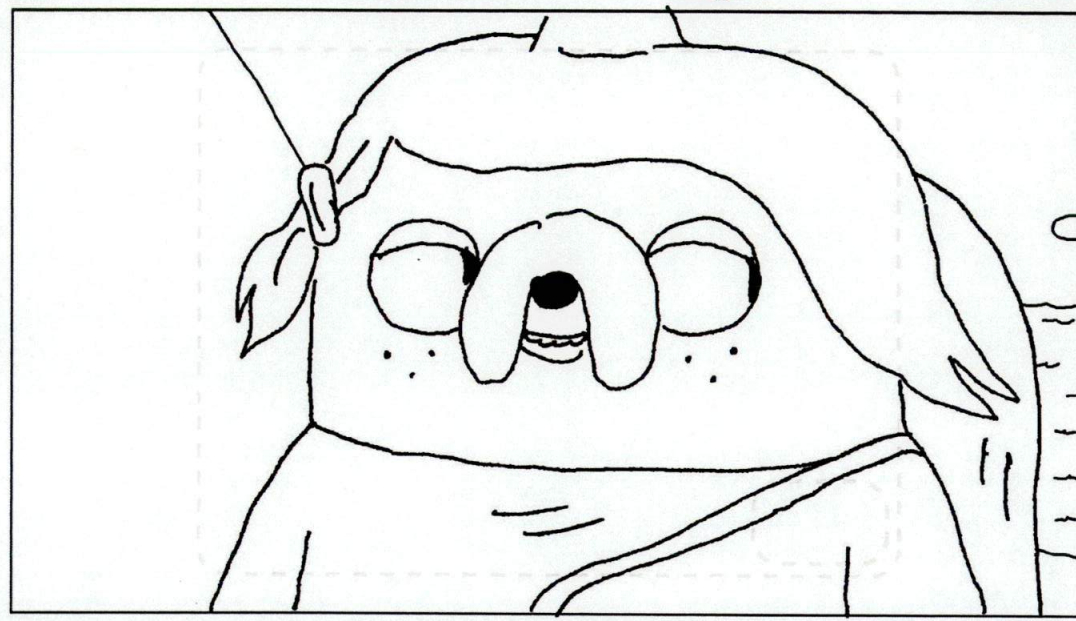


NO SC 52

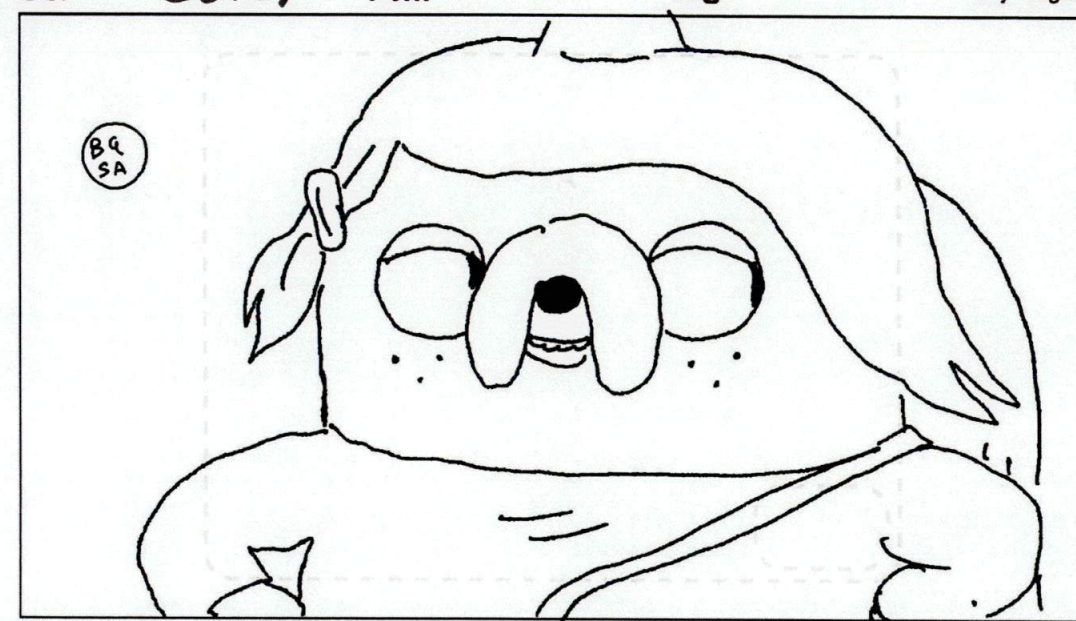
NO
SC
52

Page 95

Sc. 51 Pnl. A Bg. day night



Sc. 51 CONT Pnl. B Bg. day night



Dialog:
Ⓒ/ WELL I'M IN MY TWENTIES AND I FEEL <u>GREAT</u> .
Action:
NOV 04 2015
Timing:

1034-238

EPISODE #

1034/238

Production :

1034/238

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1034/238

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. S 3 Pnl. A Bg. day night

Dialog:

Action:

Timing:

NOV 04 2015

1034-238

EPISODE #

1034/238

Production :

1034/238

1034/238

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ADVENTURE TIME



Page **97**

Sc. 53 **CONT**

Pnl. B

Bg.

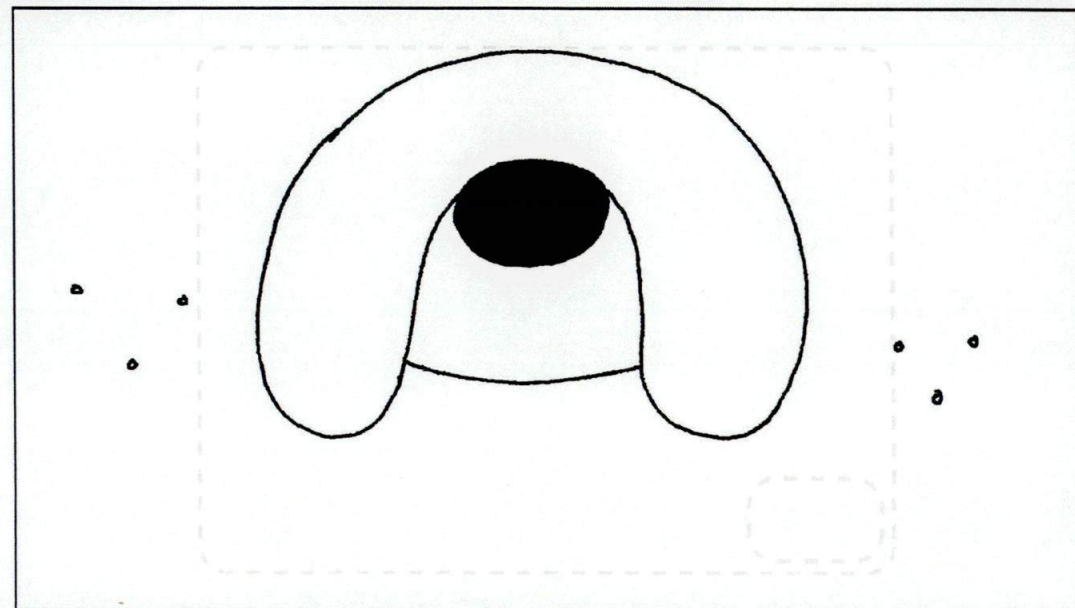
day night

Sc. 54

Pnl. A

Bg.

day night



Dialog:

C

OKAY .

YOU GIVE ME ONE OF YOUR -

Action:

S.P.

NOV 04 2015

Timing:

EPISODE #

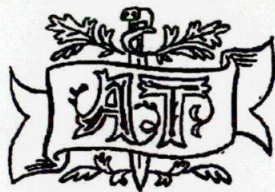
1034-238

1034/238

Production :

1034/238

ADVENTURE TIME

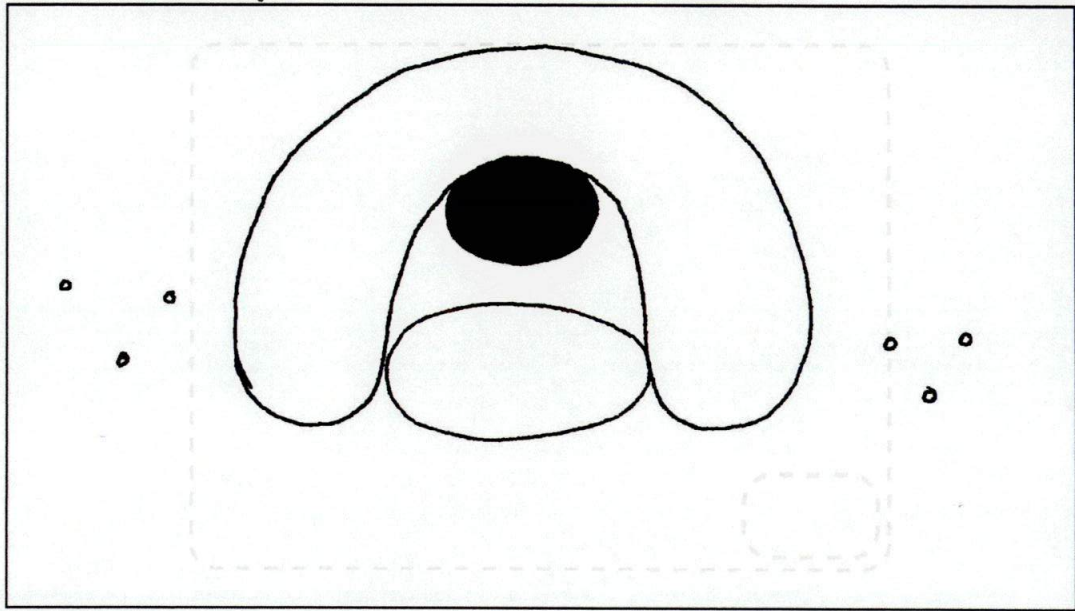


Sc. 54 *CONT*

Pnl. **B**

Bg.

day night

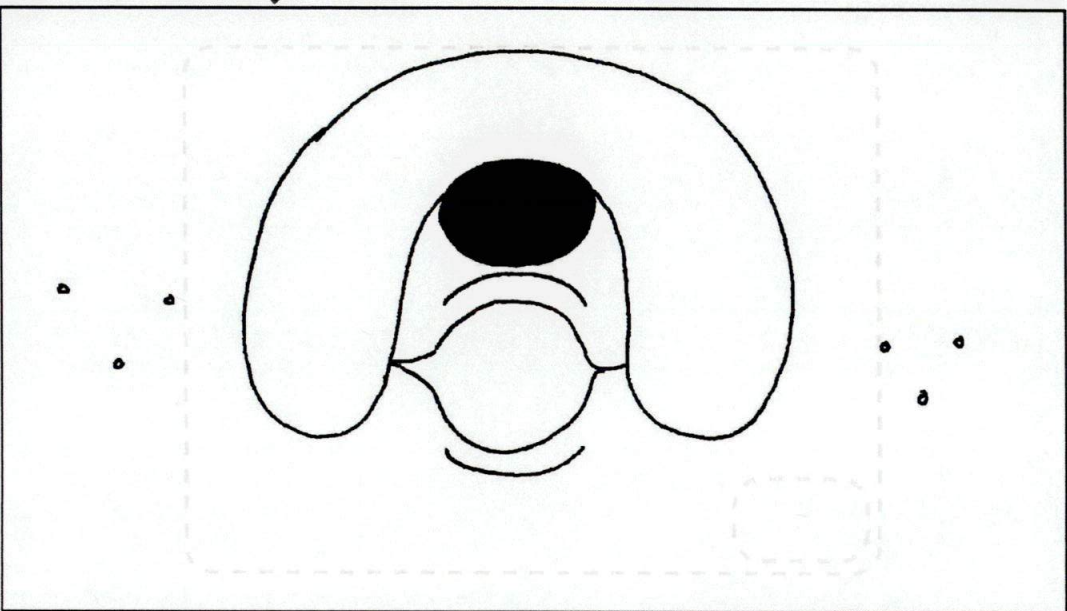


Sc. 54 *CONT*

Pnl. **C**

Bg.

day night



Dialog:	
<i>E/ (CONT) B</i> <u> o o o o o o o o </u>	
Action:	
NOV 04 2015	
Timing:	

EPISODE # 1034-238

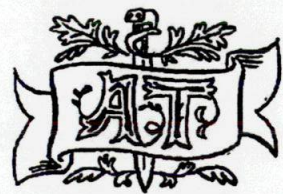
Production :

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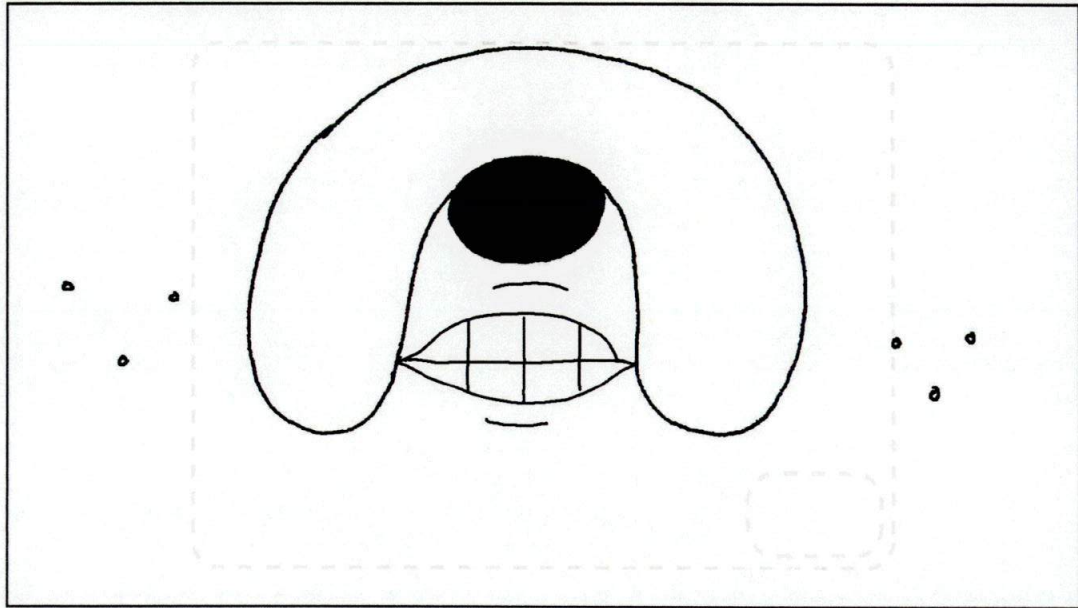
1034/238

1034/238

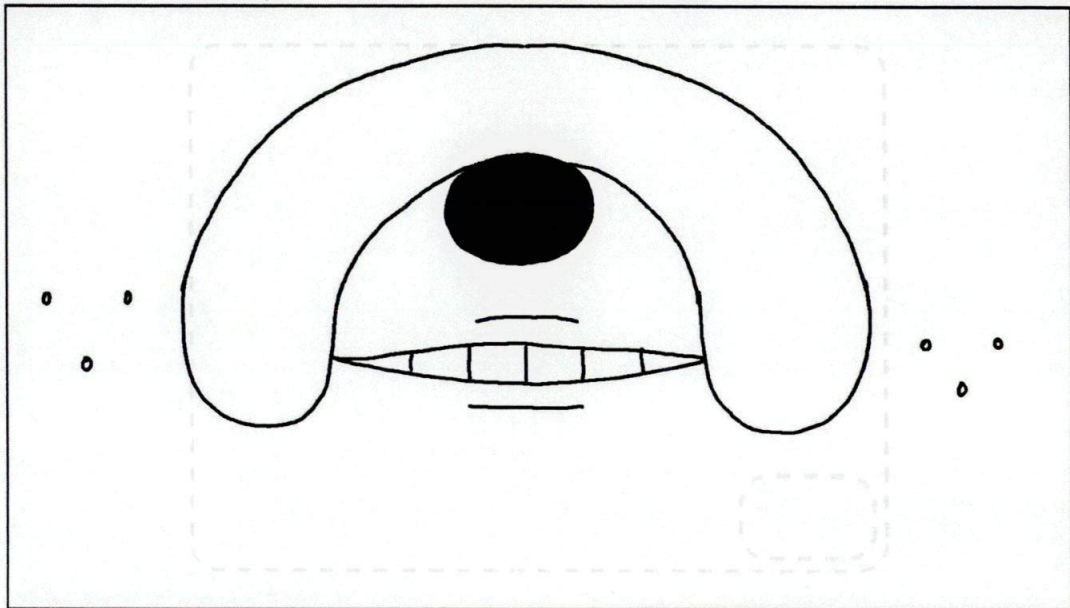
ADVENTURE TIME



Sc. **54 CONT** Pnl. **0** Bg. day night



Sc. **54 CONT** Pnl. **E** Bg. day night



Dialog:
E/ (CONT) <u>O N E S</u> ,
Action:
NOV 04 2015
Timing:

EPISODE # **1034-238**

Production :

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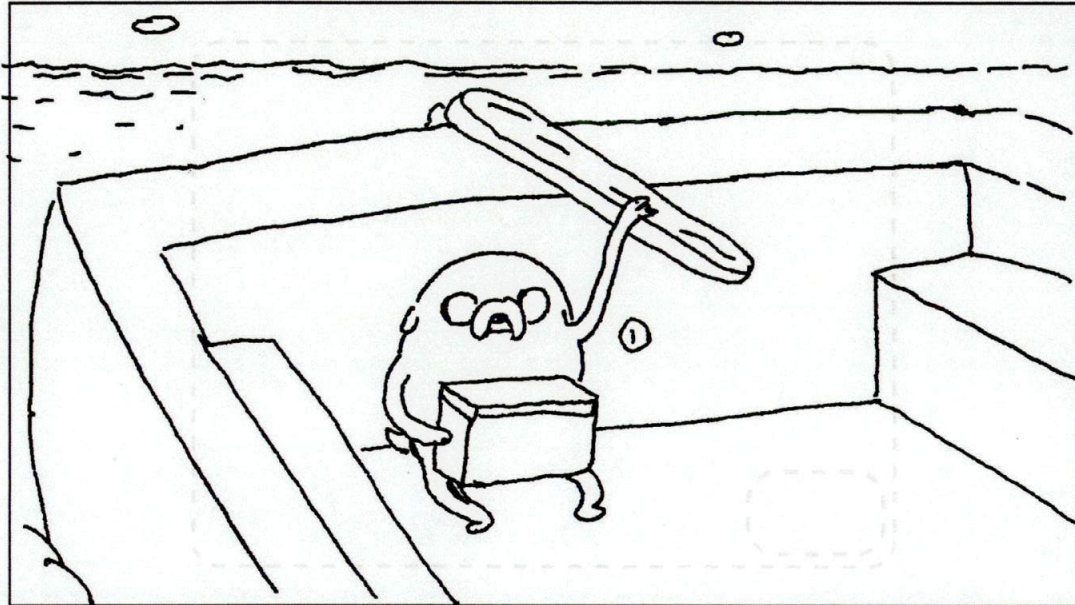
1034/238

1034/238

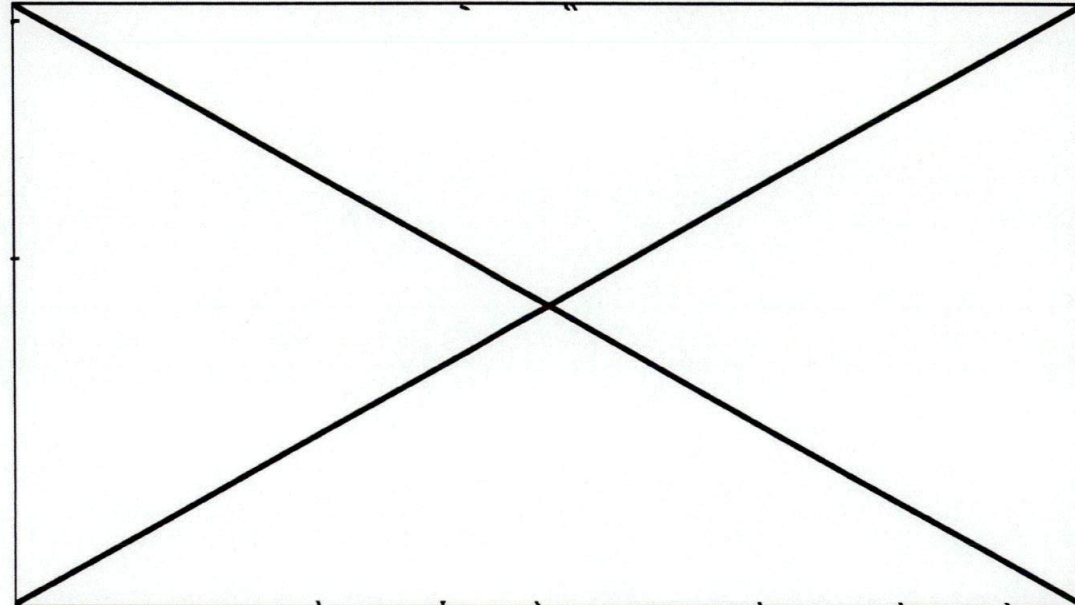
ADVENTURE TIME



Sc. 55 Pnl. A Bg. day night



Sc. Pnl. Bg. day night

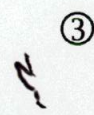
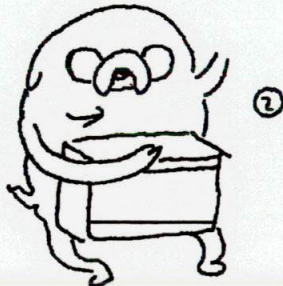


Dialog:

(9/5)
C AND I'LL PLAY ONE OF YOUR
GAAAAAAMES.

Action:

Timing:



NOV 04 2015

Production :

EPISODE #

1034-238

1034/238

1034/238

1034/238

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 55 *cont* Pnl. B Bg. day night

Dialog:

Action:

Timing:

NOV 04 2015

1034-238

EPISODE #

1034/238

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1034/238

ADVENTURE TIME



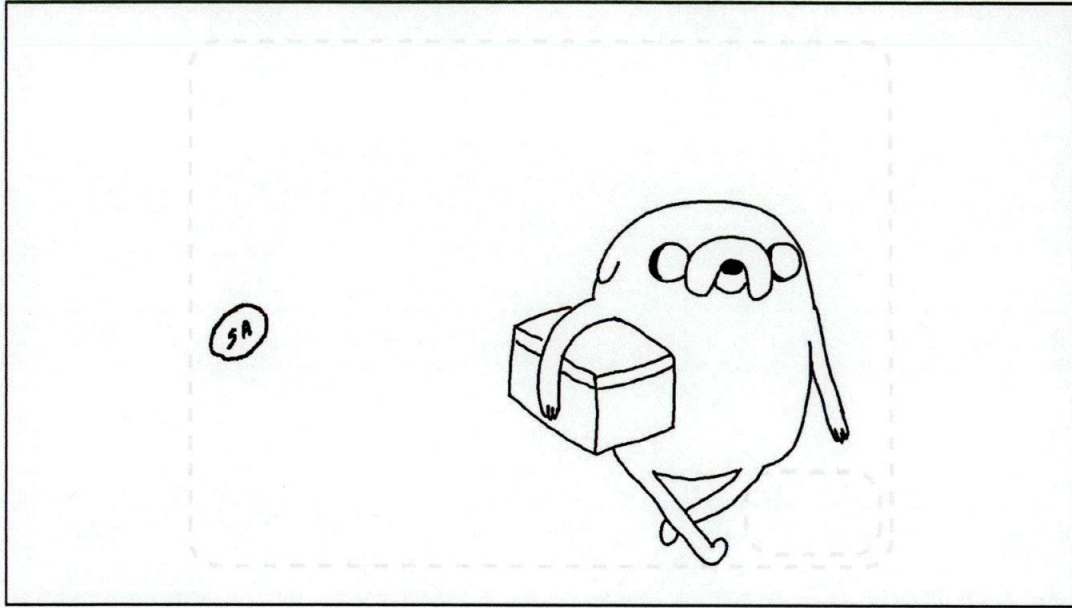
NO SC'S
56-57

Page 102

Sc. 55 *CONT* Pnl. *C*

Bg.

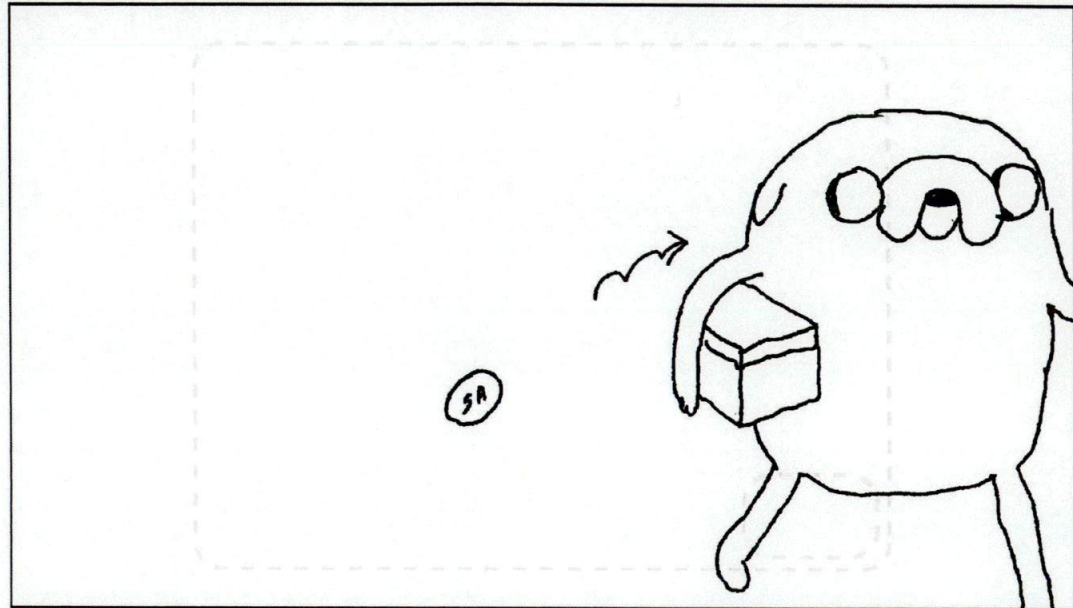
day night



Sc. 55 *CONT* Pnl. *D*

Bg.

day night



Dialog:

Action:

-J. WALKS FORWARD/ GROWS.

NOV 04 2015

Timing:

EPISODE #

Production :

1034-238

1034/238

1034/238

ADVENTURE TIME



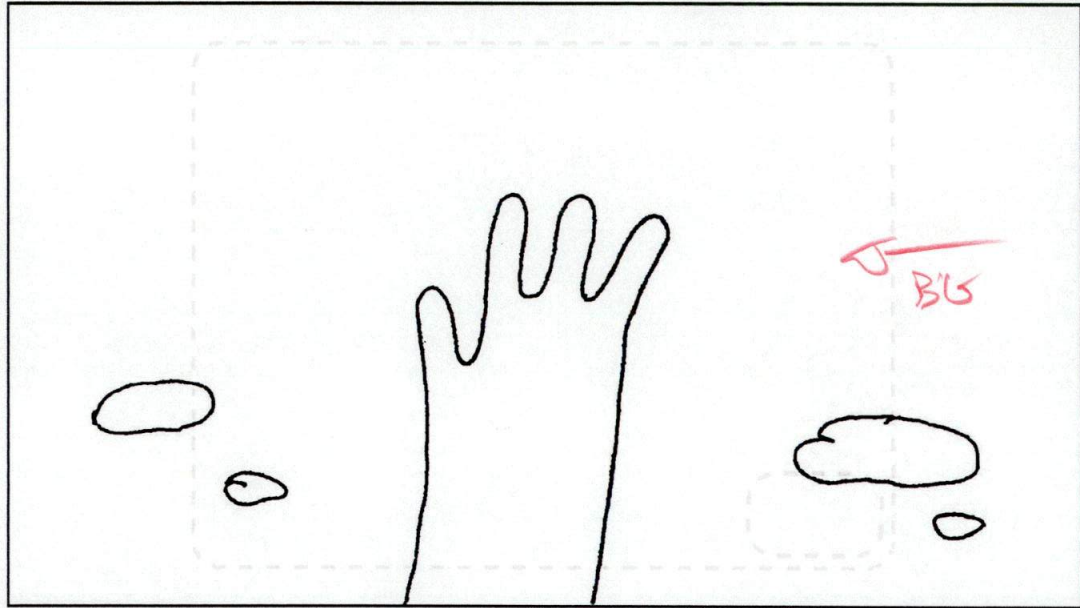
Page 103

Sc. 58

Pnl. A

Bg.

day night

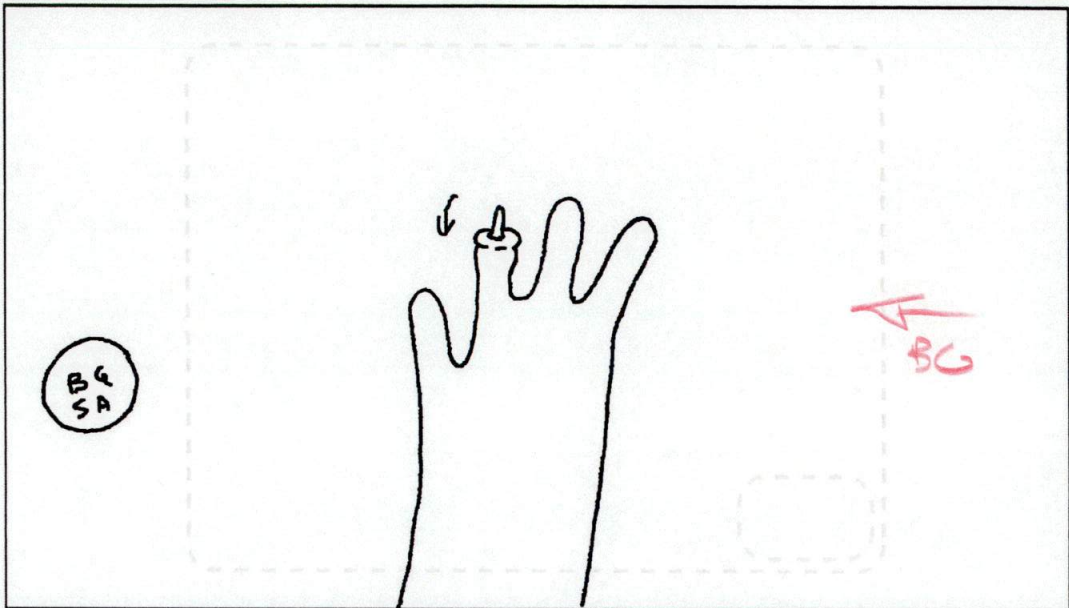


Sc. 58 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

- FLESH STRETCHES OUT OF THE WAY.

NOV 04 2015

Timing:

EPISODE # 1034-238

Production :

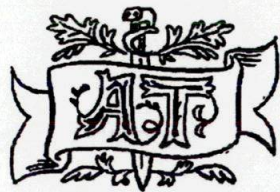
1034/238

1034/238

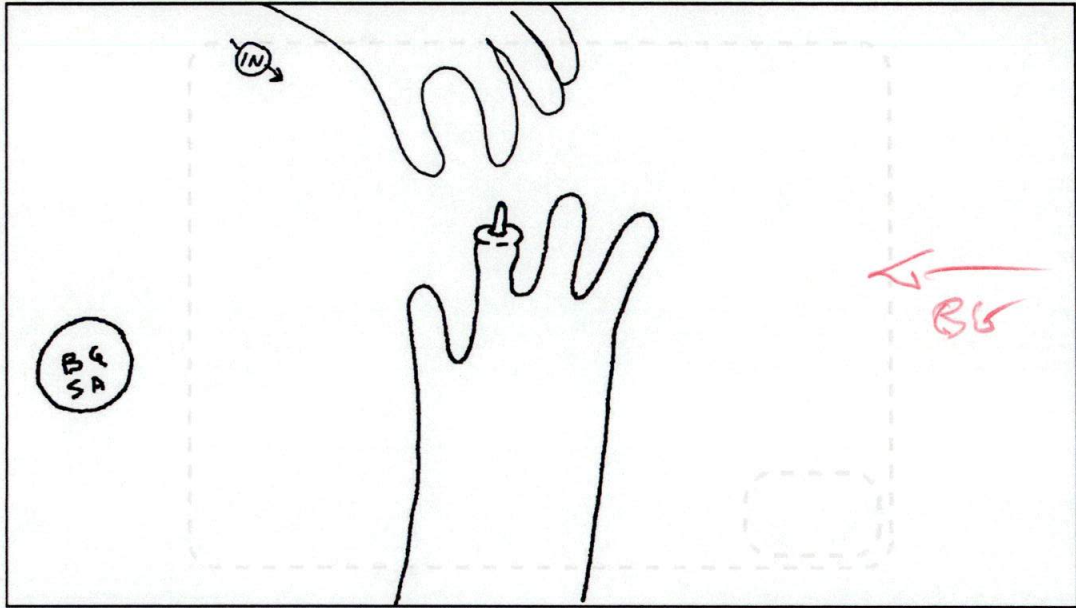
1034/238

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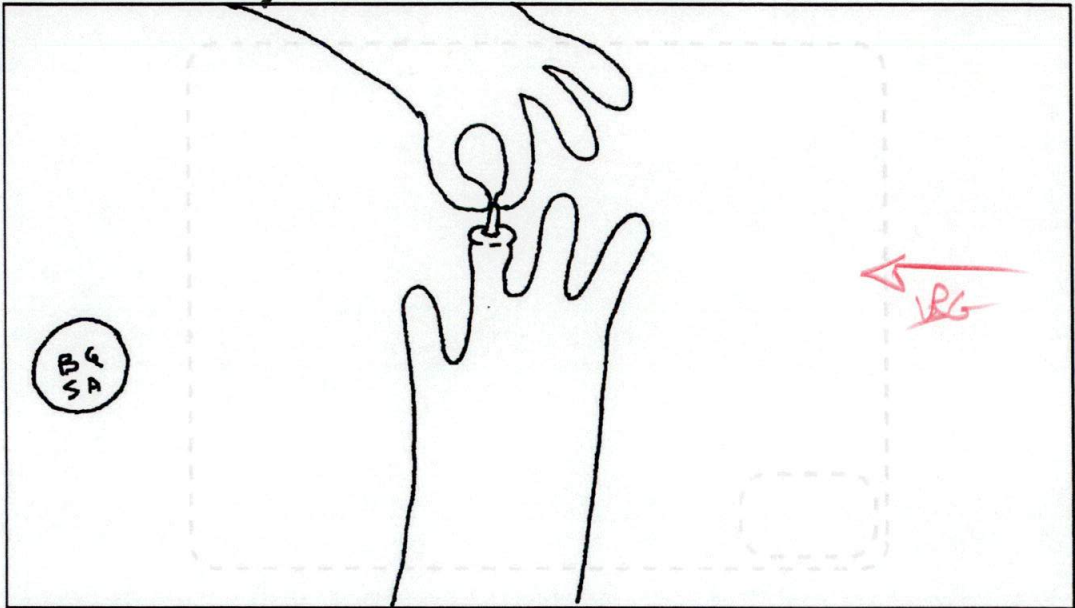
ADVENTURE TIME



Sc. 58 *CONT* Pnl. C Bg. day night



Sc. 58 *CONT* Pnl. D Bg. day night



Dialog:
Action:
Timing:

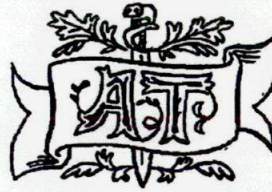
NOV 04 2015

Production :

EPISODE #

1034-238

ADVENTURE TIME



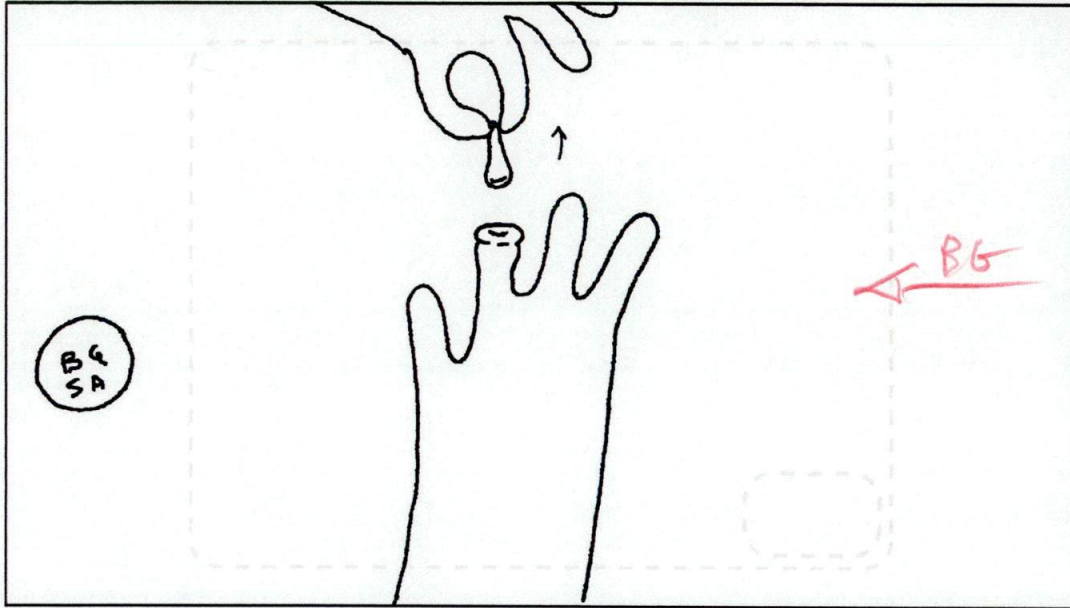
Page 105

Sc. 58 *CONT*

Pnl. E

Bg.

day night

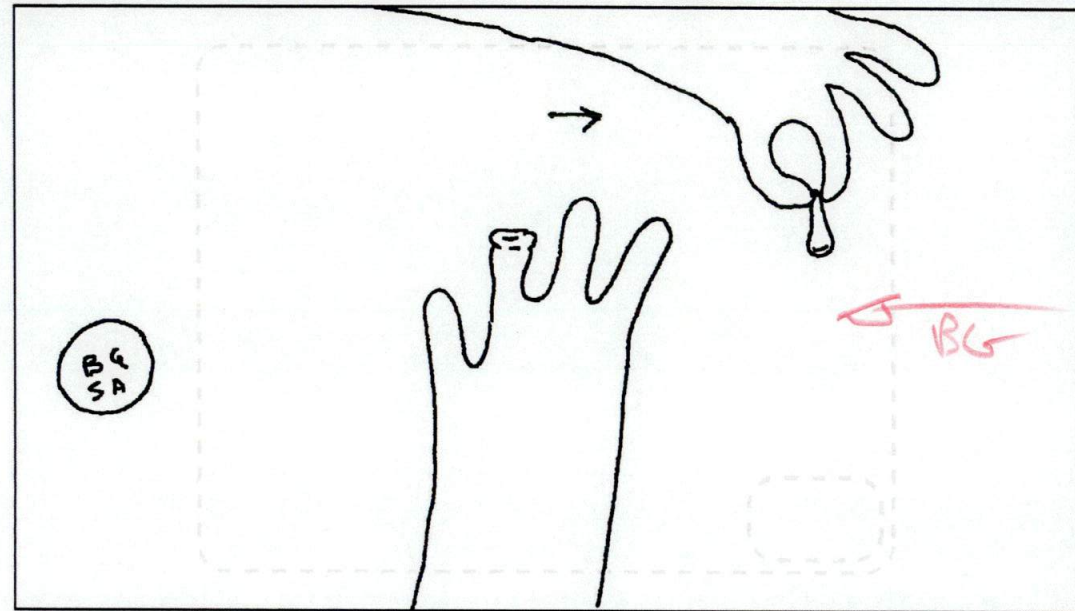


Sc. 58 *CONT*

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

NOV 04 2015

Production :

EPISODE #

1034-238

1034/238

1034/238

Sc.

58 cont Pnl. G

Bg.

day night

ADVENTURE TIME

Page 106
~~106A~~ NEXT

(poses on
page 106A)

1034-238

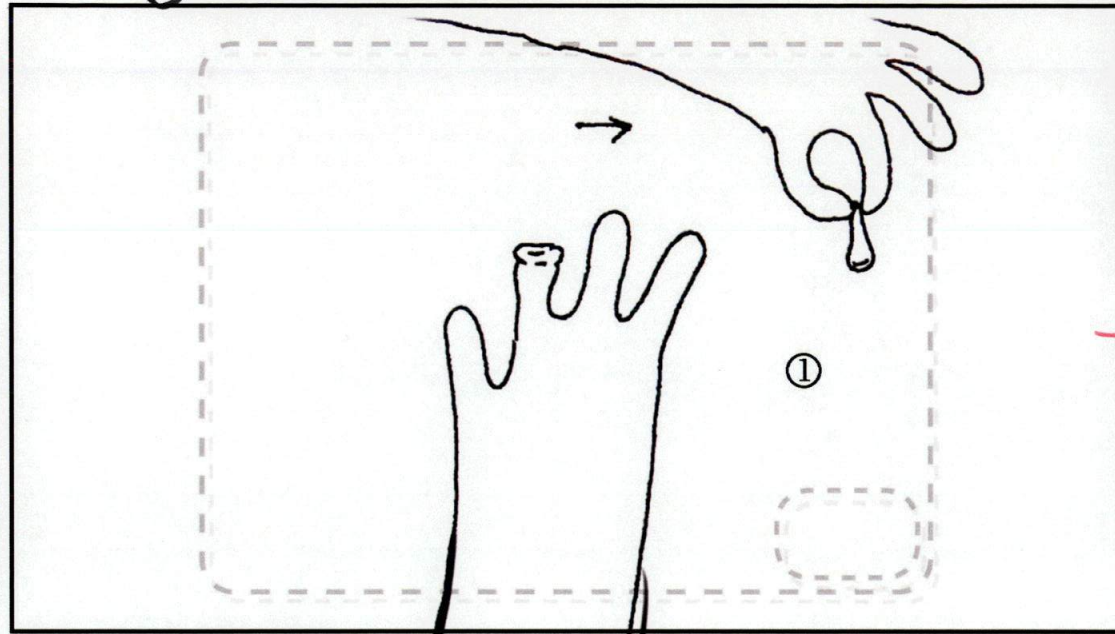
EPISODE #

1034/238

Production:

Dialog:
Action:
NOV 04 2015
Timing:

1034/238

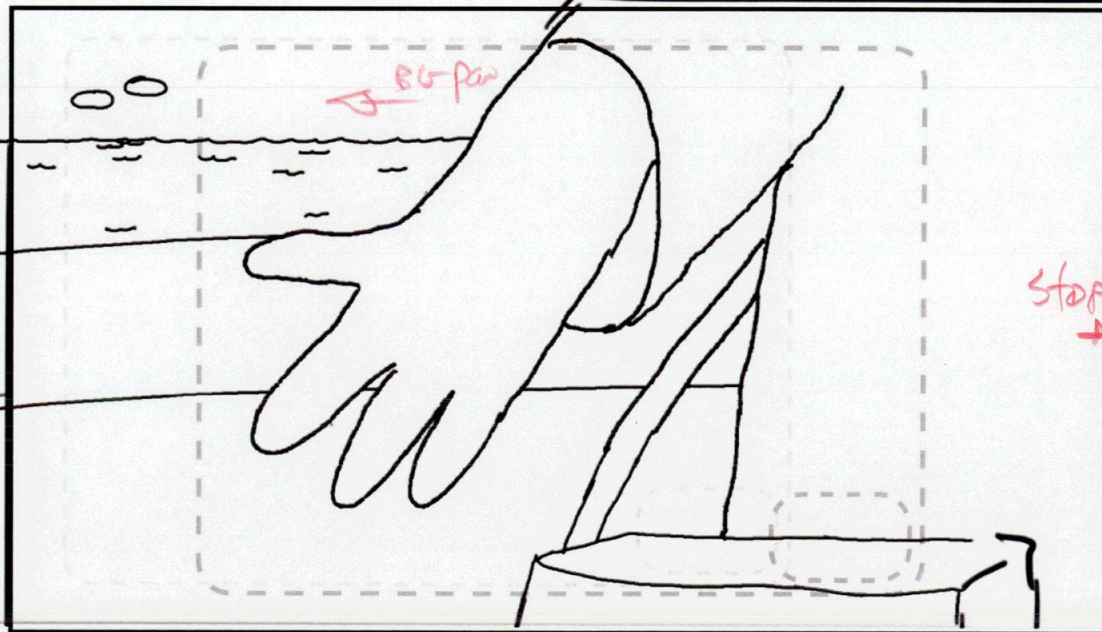


Start
Diag Pan
BG



BG Pan

Stop



ADVENTURE TIME

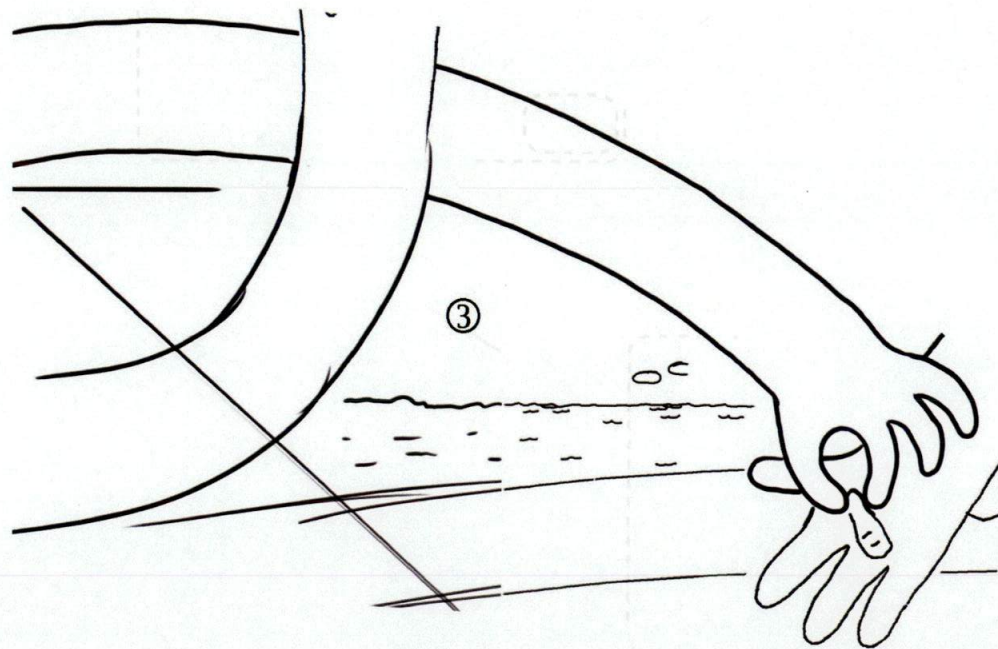
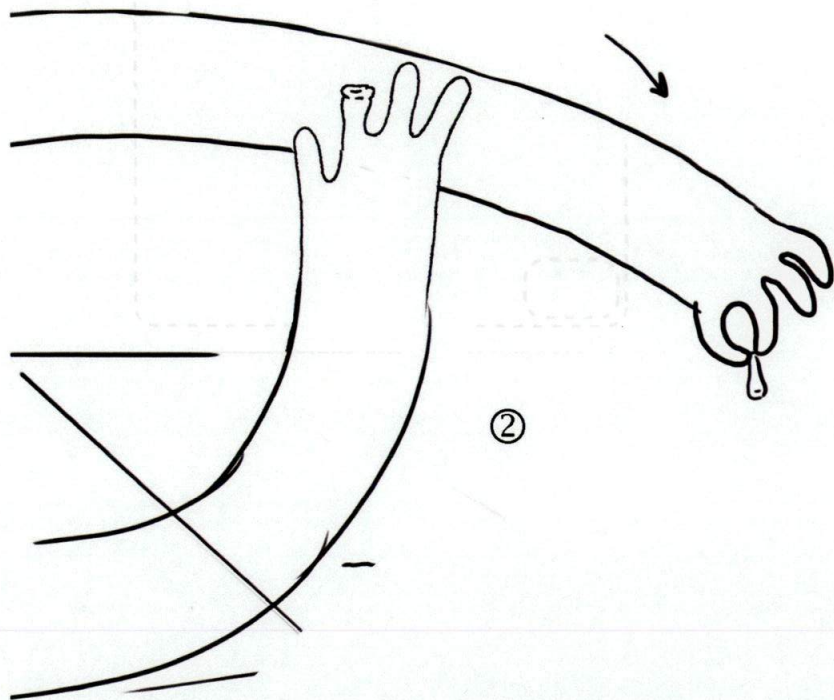


day night

Page 106A
107 NEXT

Sc.

58 cont Pnl. G (poses) Bg.



NOV 04 2015

Production:

EPISODE # 1034-238

1034/238

1034/238

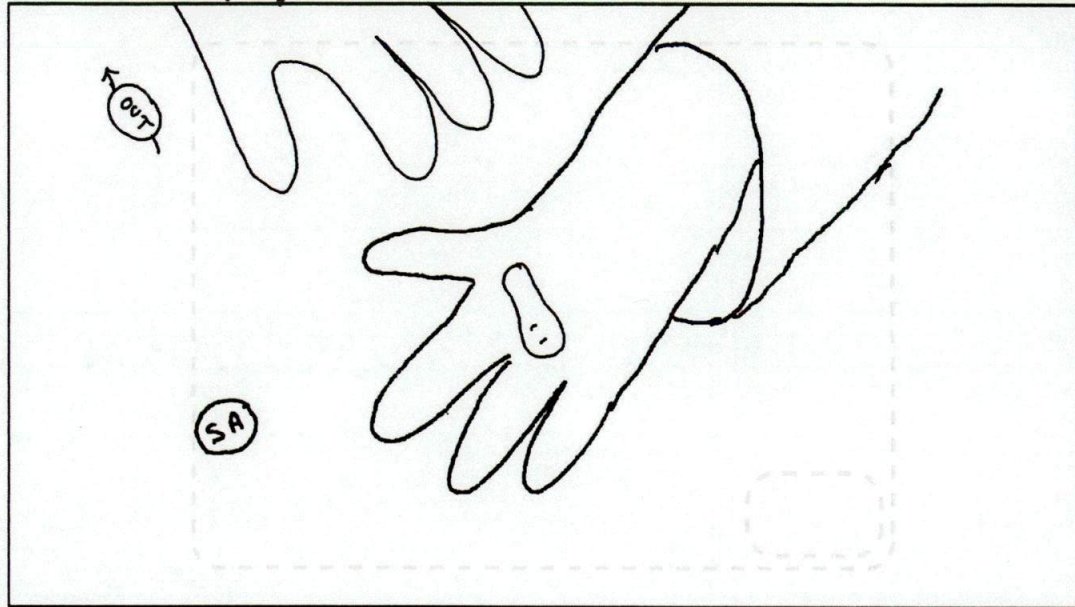
1034/238

ADVENTURE TIME

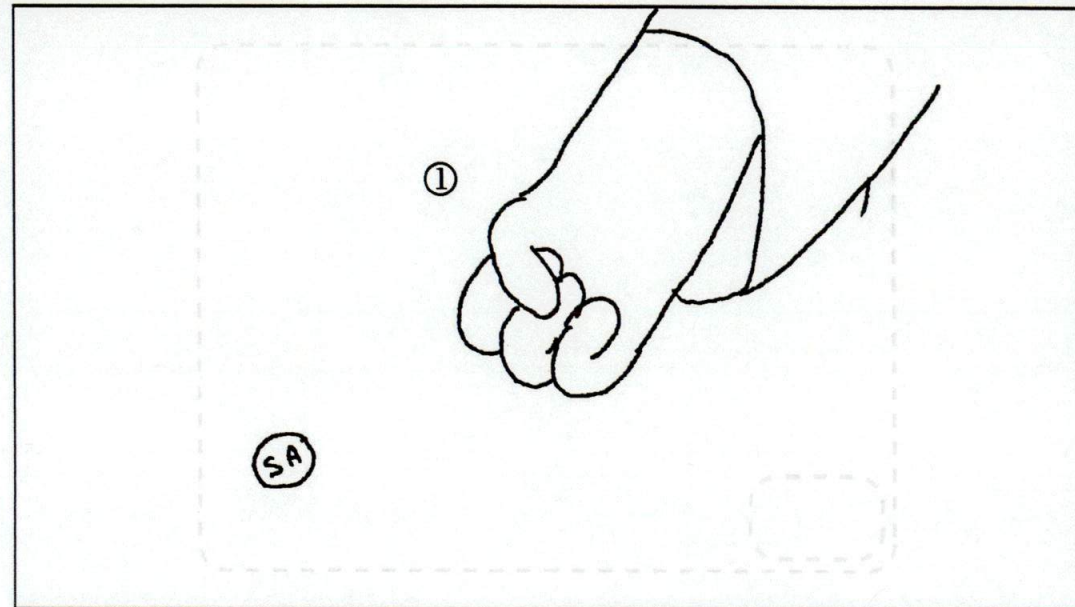


Page 107

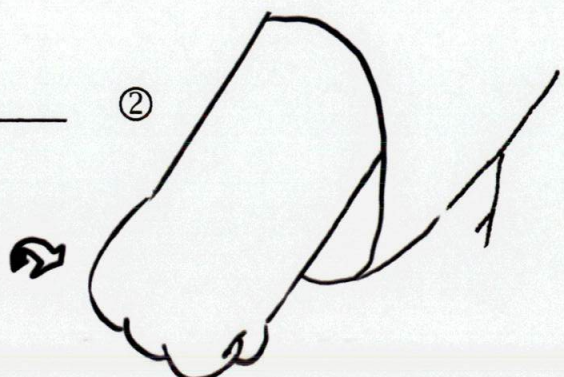
Sc. 58 *CONT* Pnl. H Bg. day night



Sc. 58 *CONT* Pnl. I Bg. day night



Dialog:
Action:
Timing:



NOV 04 2013

1034-238 EPISODE # 1034/238 Production :

1034/238

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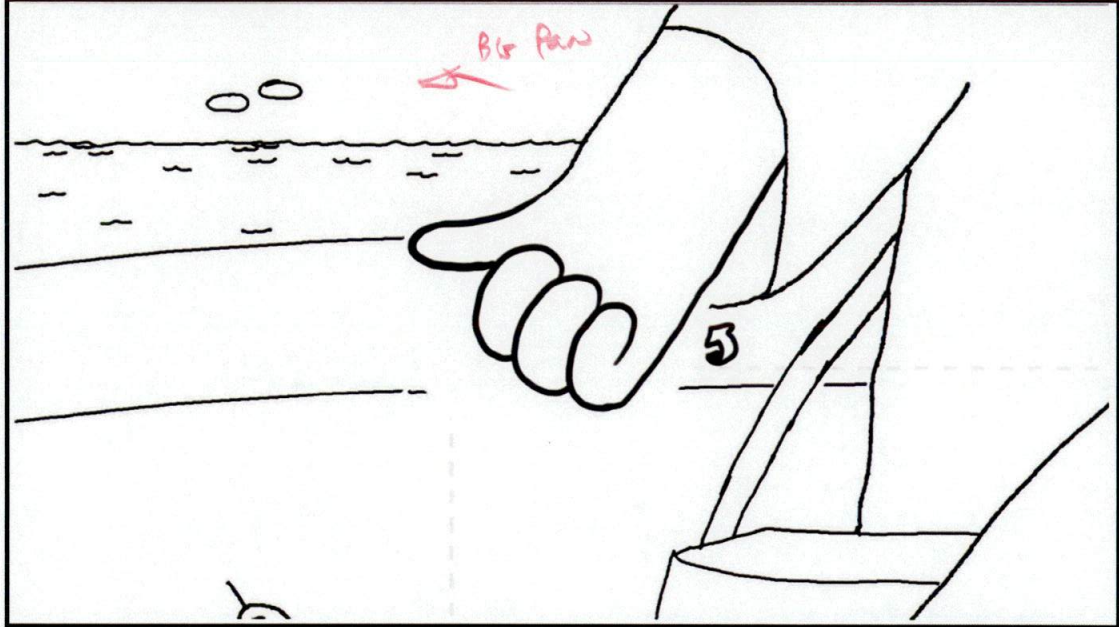
1034/238

1034/238

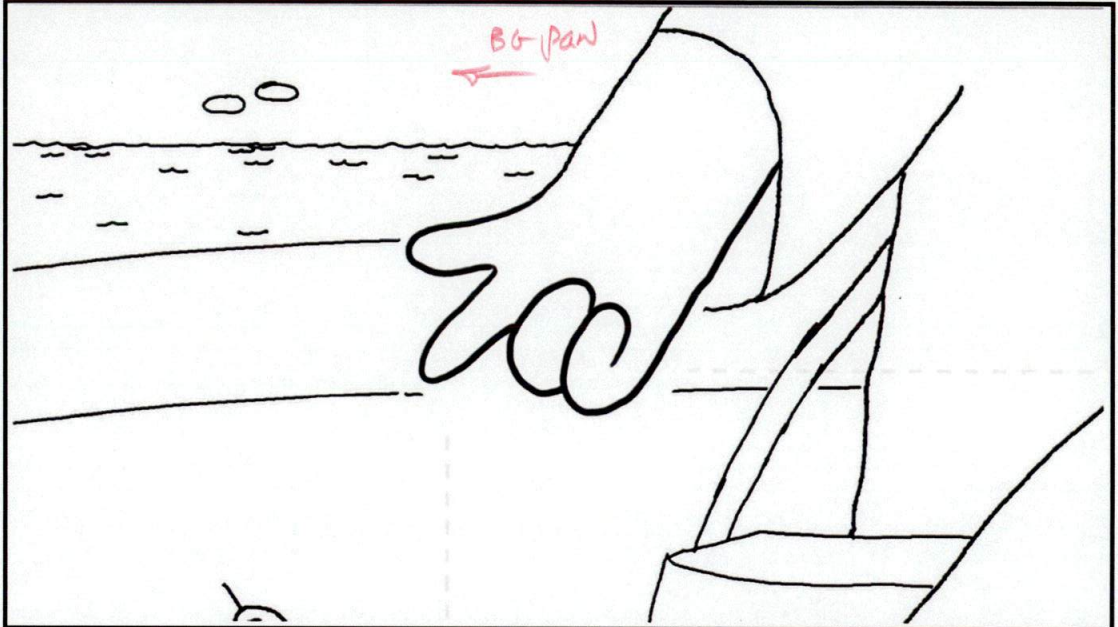
ADVENTURE TIME



Sc. 58 *CONT* Pnl. J Bg. day night



Sc. 58 *CONT* Pnl. K Bg. day night



Dialog:
Action:
Timing:

NOV 04 2015

1034/238

EPISODE # 1034-238

1034/238

Production:

1034/238

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1034/238

ADVENTURE TIME

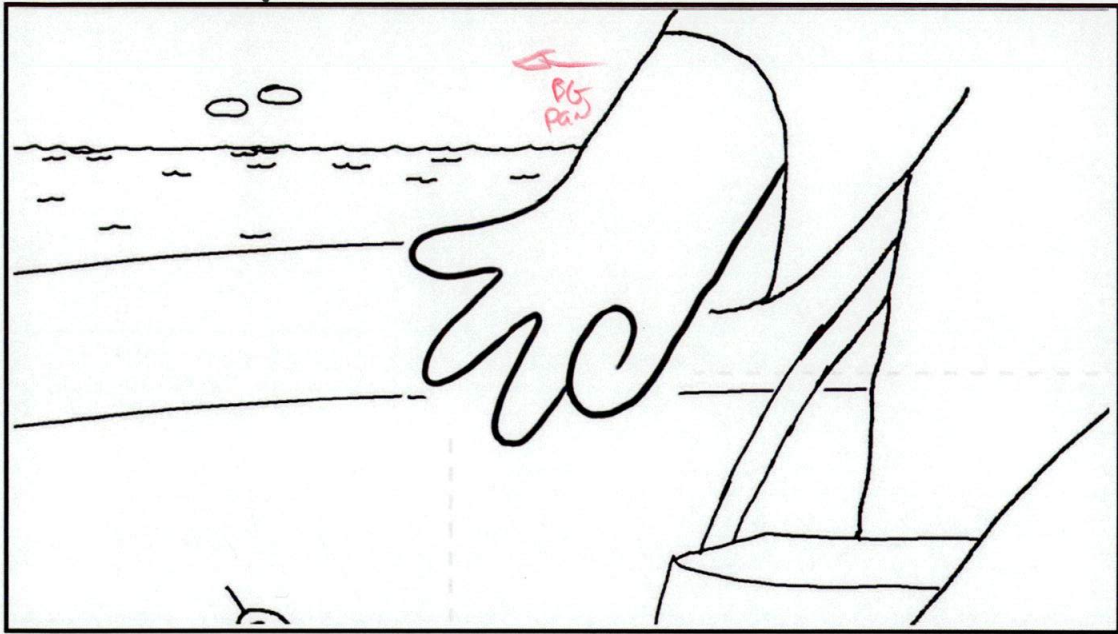


NO
SC
59

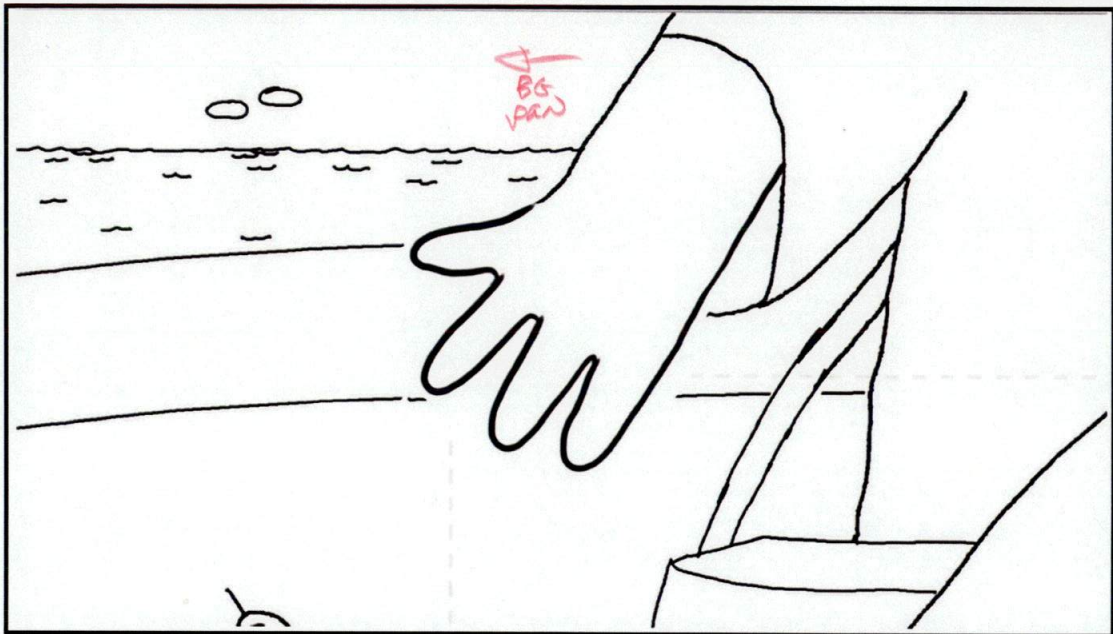
Next Page

Page 109
NO PG 110-111
day night

Sc. 58 *cont* Pnl. L Bg. day night



Sc. 58 *cont* Pnl. M Bg. day night



Dialog:
Action:
Timing:

NOV 04 2015

EPISODE # 1034-238
Production:

1034/238

1034/238

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 60 Pnl. A Bg. day night

Dialog:

Action:

Timing:

NOV 04 2015

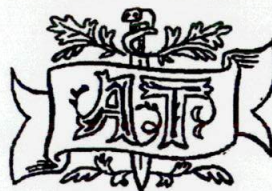
1034-238
EPISODE #
Production :

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1034/238

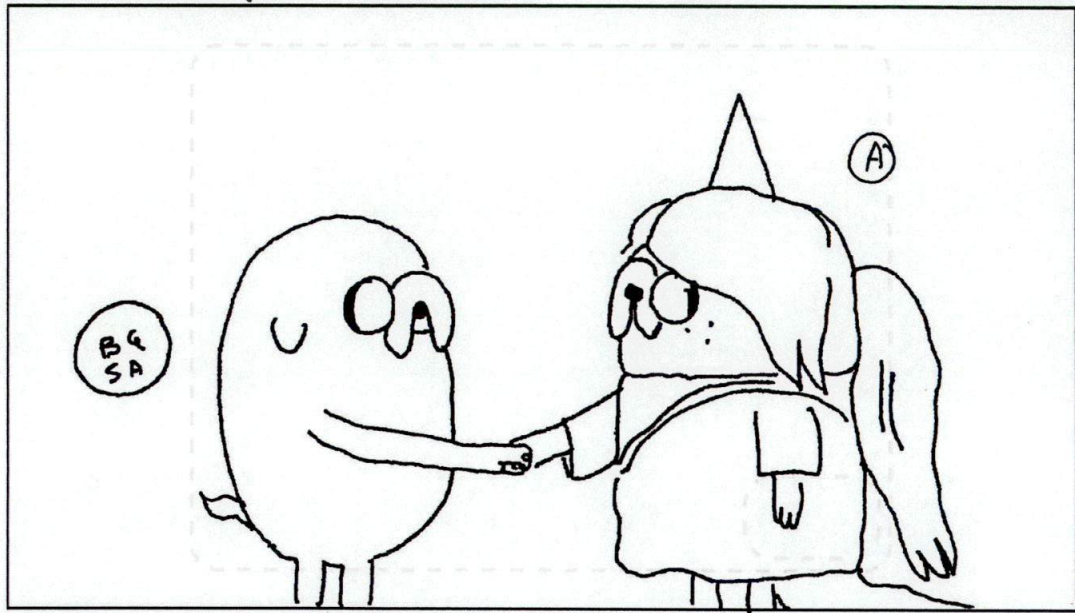
1034/238

ADVENTURE TIME

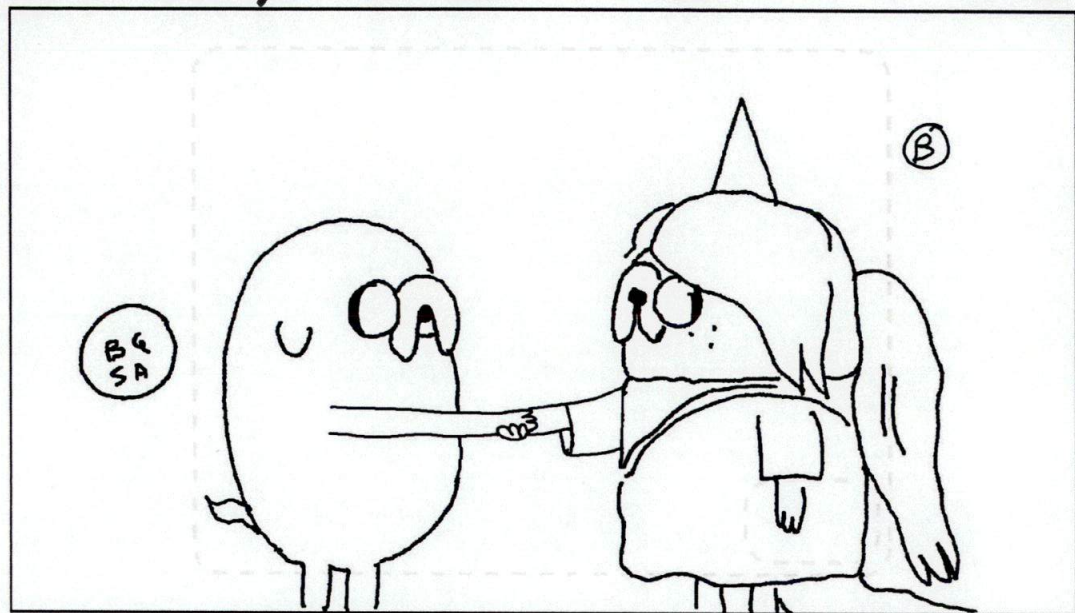


Page 113

Sc. 60 CONT Pnl. B Bg. day night



Sc. 60 CONT Pnl. C Bg. day night



Dialog:
Action:
Timing:

(A) (B) (A) (B) (A)

NOV 04 2015

EPISODE # 1034-238

Production :

1034/238

1034/238

1034/238

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ADVENTURE TIME



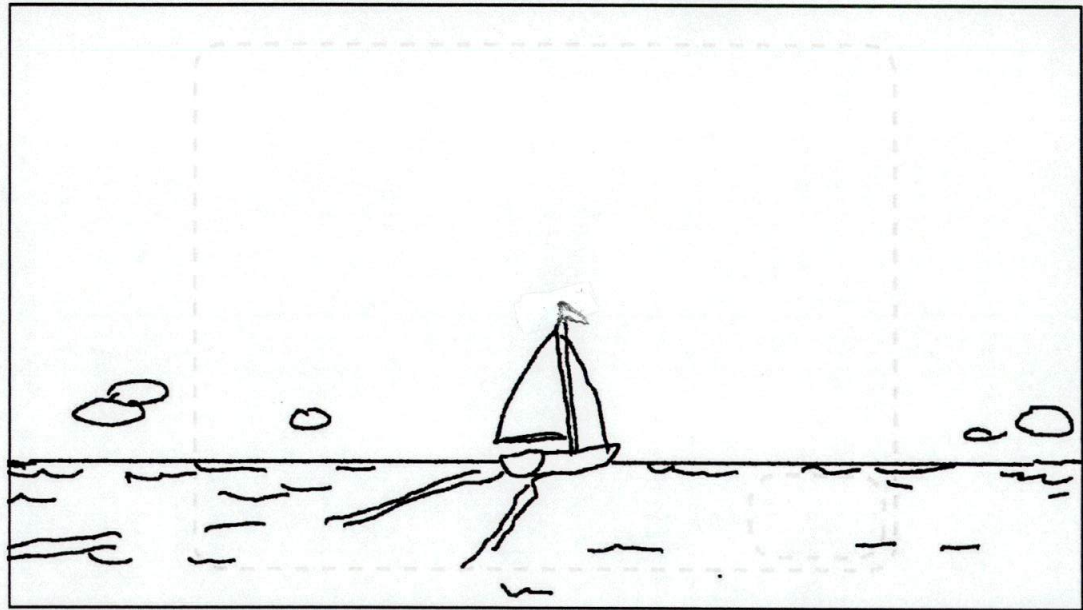
Page 114

Sc. 61

Pnl. A

Bg.

day night

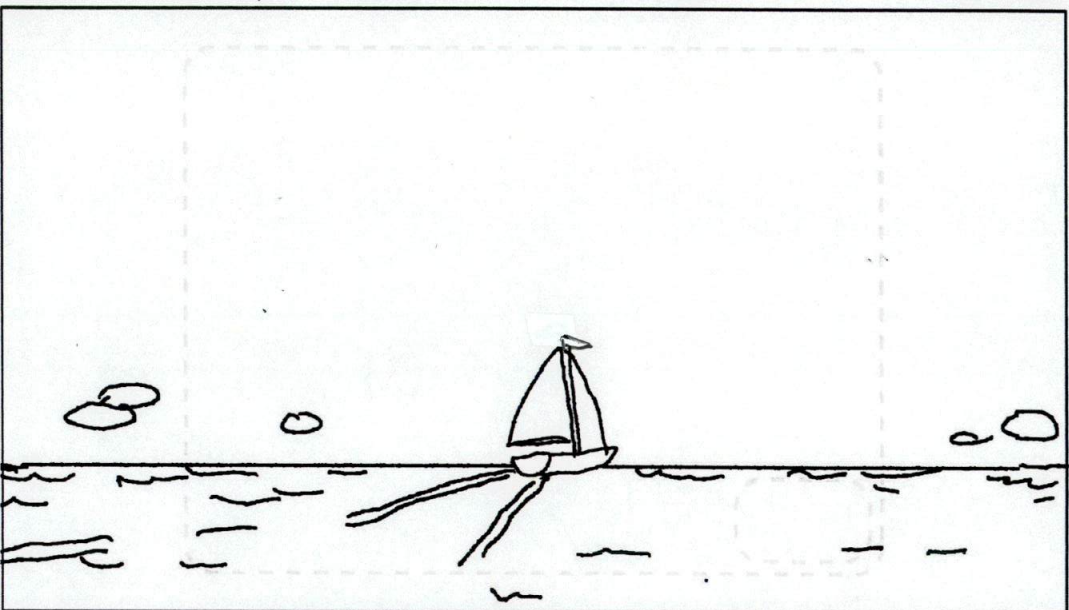


Sc. 61 *CONT*

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

- SLOW MOVING.

NOV 04 2013

1034-238
EPISODE #

Production :

1034/238

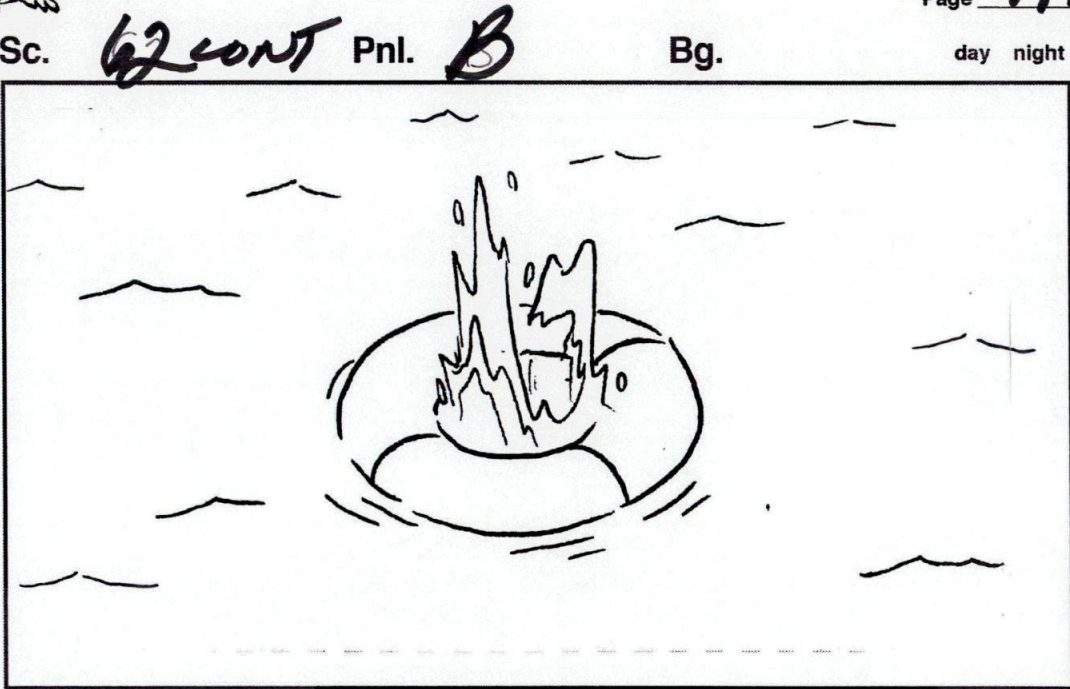
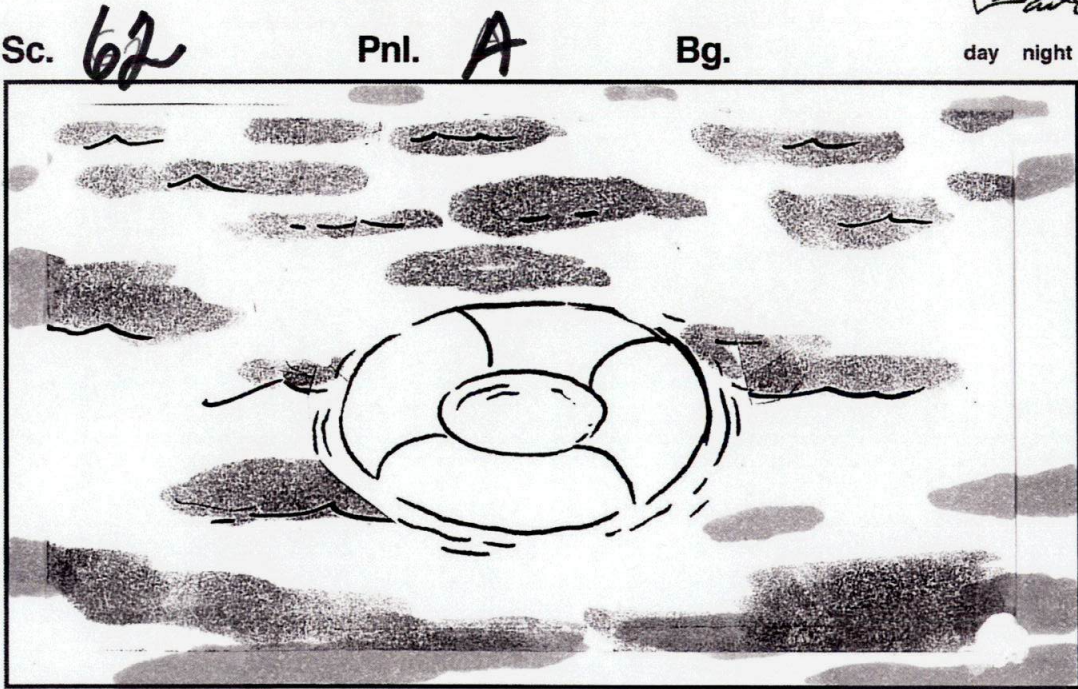
1034/238

1034/238

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1034/238

ADVENTURE TIME



Dialog:	SFX: *SPSHH - ZZT! *	
Action:	-LIFE PRESERVER FLOATS WHERE JAKE TOSSED IT.	- SPLASH UPWARD AT THE CENTER OF LIFE PRESERVER.
Timing:	NOV 04 2015	

1034/238 EPISODE # 1034-238 Production:

1034/238

ADVENTURE TIME



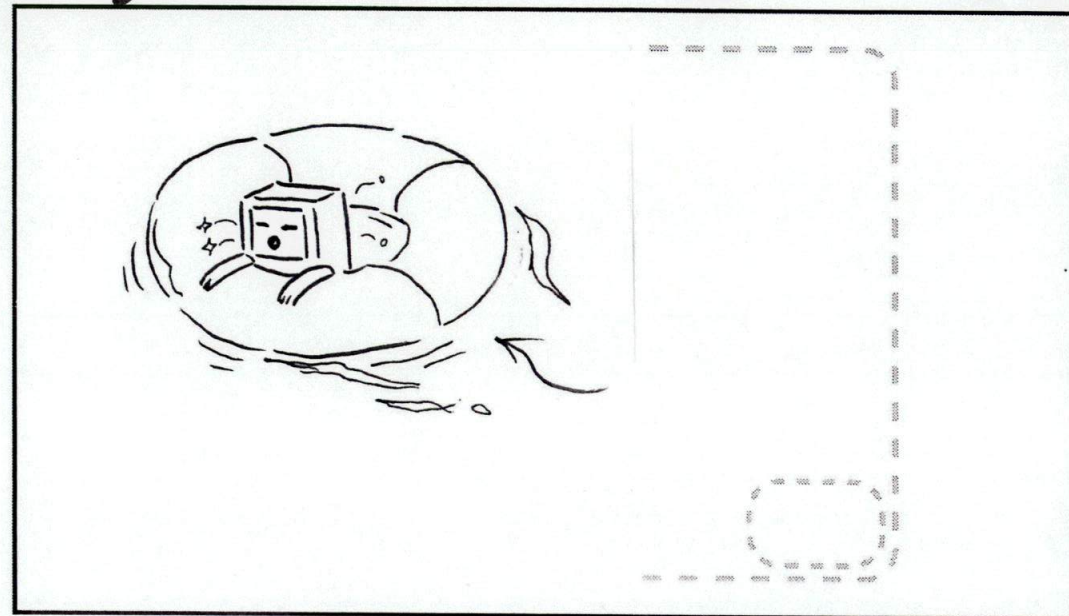
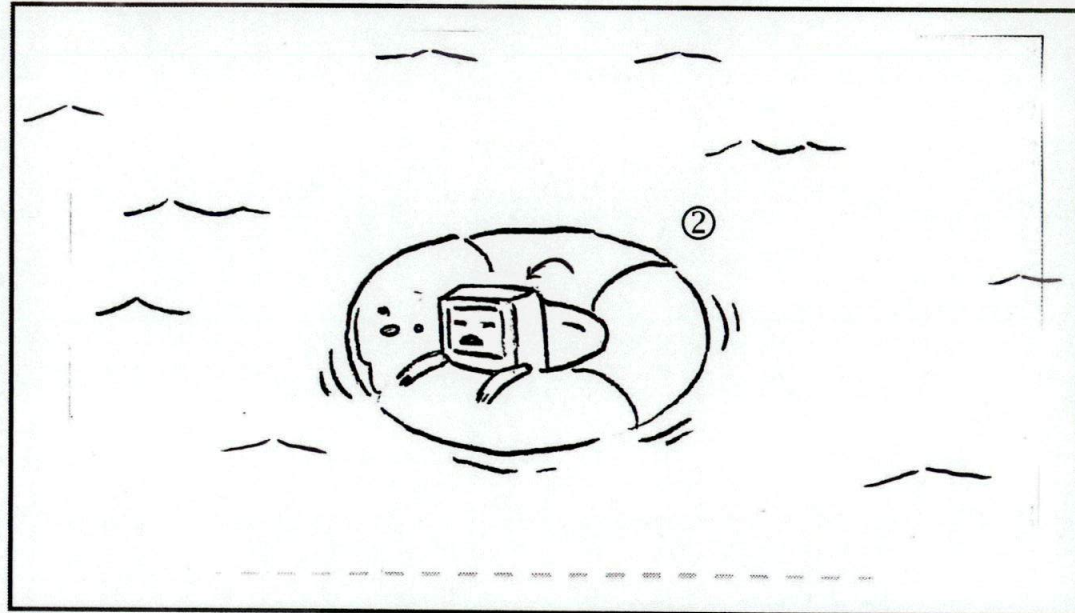
Page 116

Sc. 62 CONT Pnl. C Bg.

day night

Sc. 62 CONT Pnl. D Bg.

day night



Dialog:

BMO: [CAUGH]
SFX: * ZZZT *

Action:

- BMO FLOPS ONTO LIFE PRESERVER.

- SMALL SPARKS FLY OFF BMO.

NOV 04 2013

Timing:



EPISODE # 1034-238

Production:

1034/238

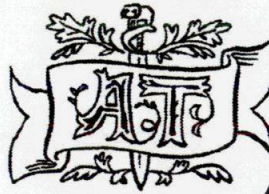
1034/238

1034/238

1034/238

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ADVENTURE TIME



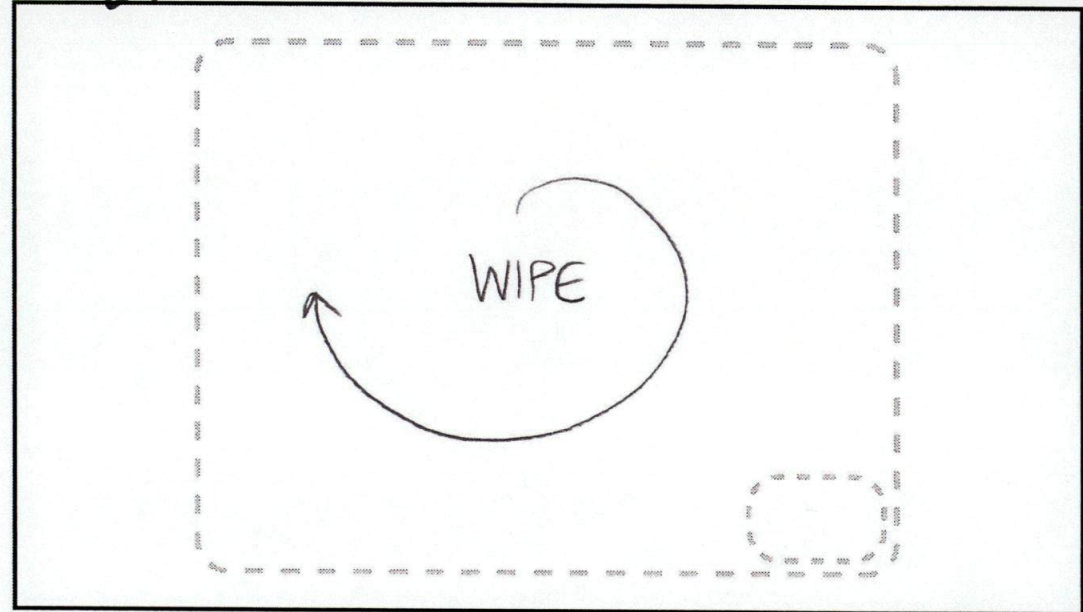
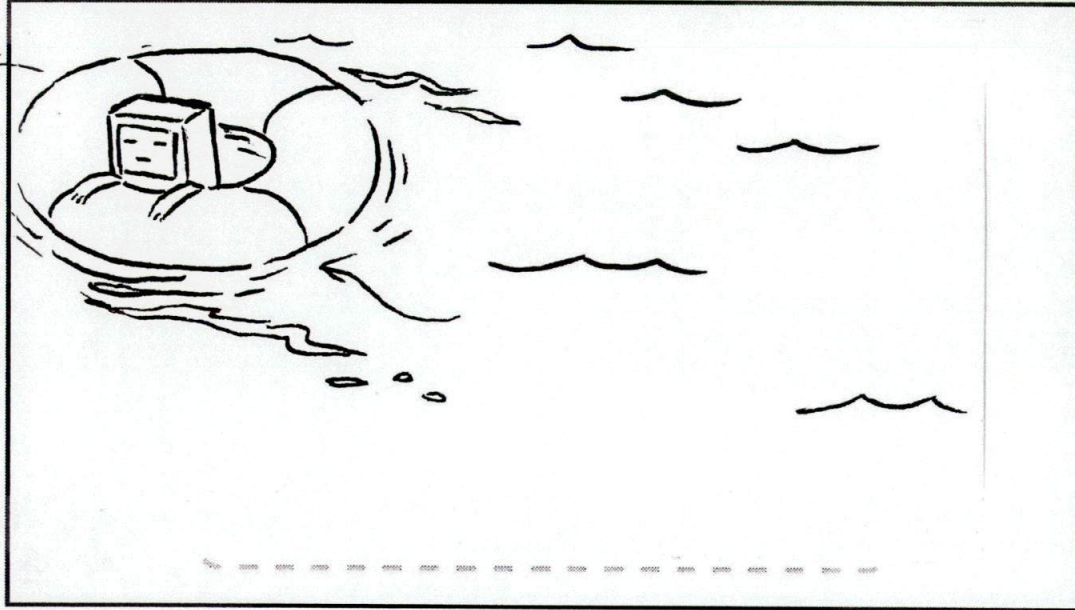
Sc. 62 CONT Pnl. E Bg.

day night

Sc. 62 CONT Pnl. Bg.

day night

OUT



Dialog:

Action:

-BMO + LIFE PRESERVER FLOAT OFF/S.

NOV 04 2015

Timing:

EPISODE # 1034-238

Production:

1034/238

1034/238

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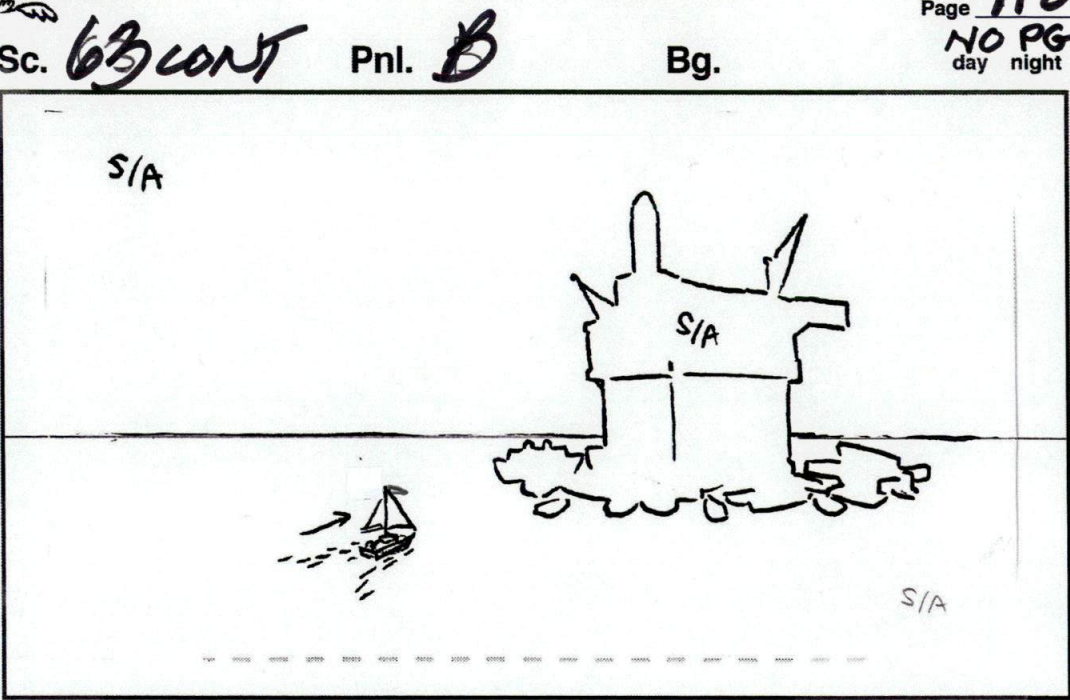
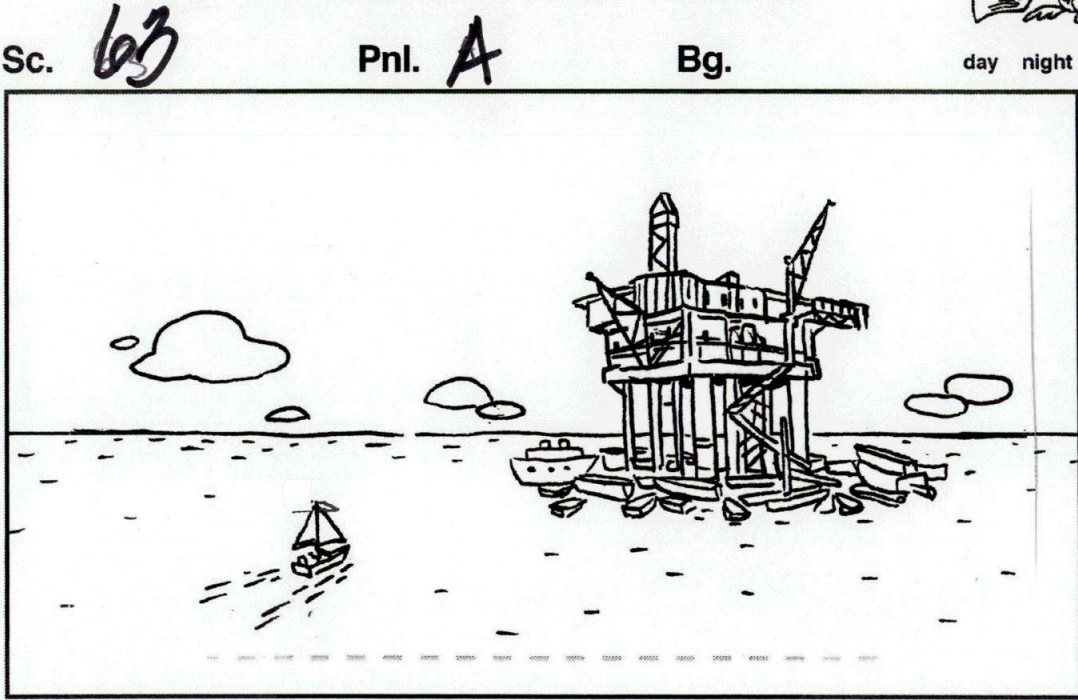
1034/238

ADVENTURE TIME



NO
SC
64

Page 118
NO PG 119
day night



Dialog:
Action: - HMS SUGAR SPIT APPROACHES OIL RIG.
Timing:

NOV 04 2015

EPISODE # 1034-238
Production:

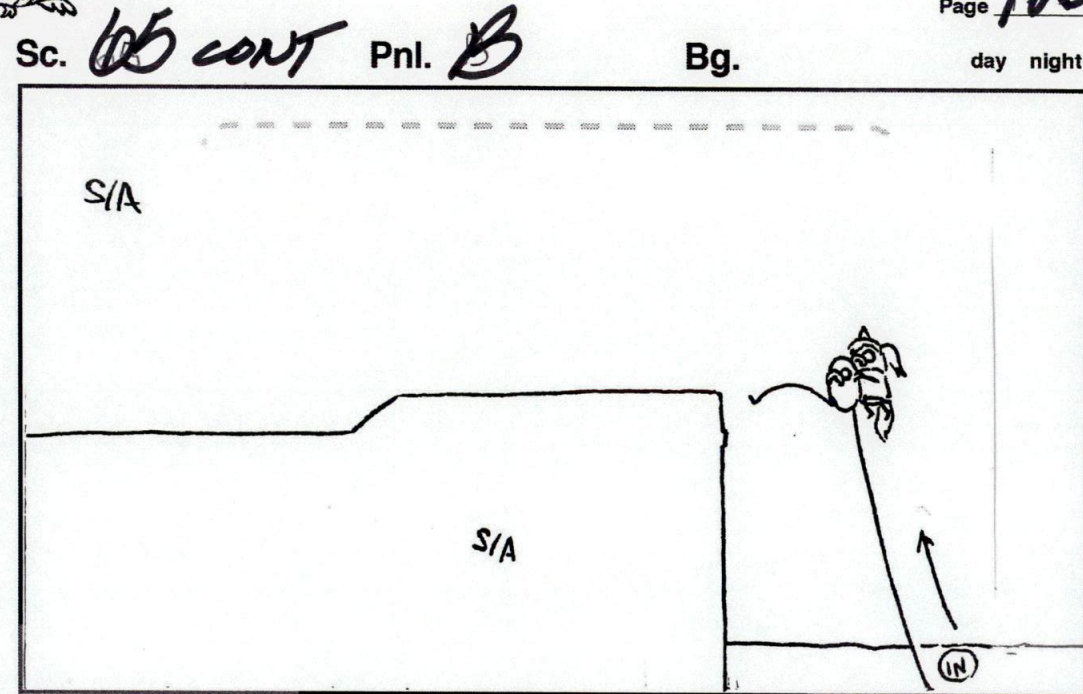
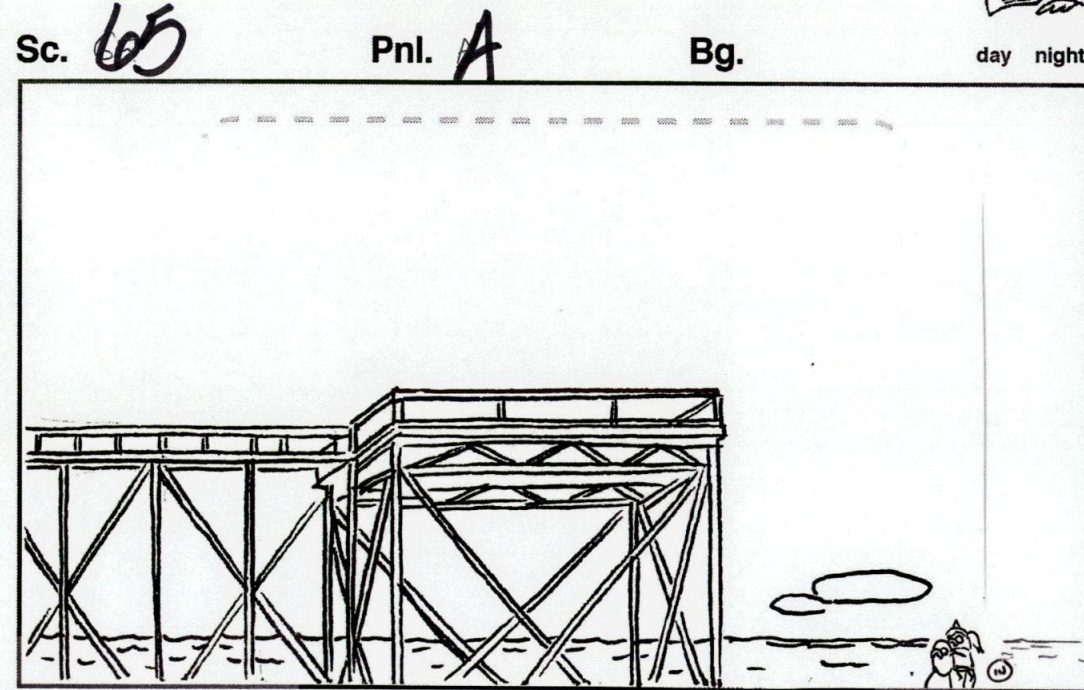
1034/238

1034/238

ADVENTURE TIME



Page 120
day night



Dialog:

Action:

- J. STRETCHES ON/S.

NOV 04 2015

Timing:

EPISODE # 1034-238

Production:

1034/238

1034/238

1034/238

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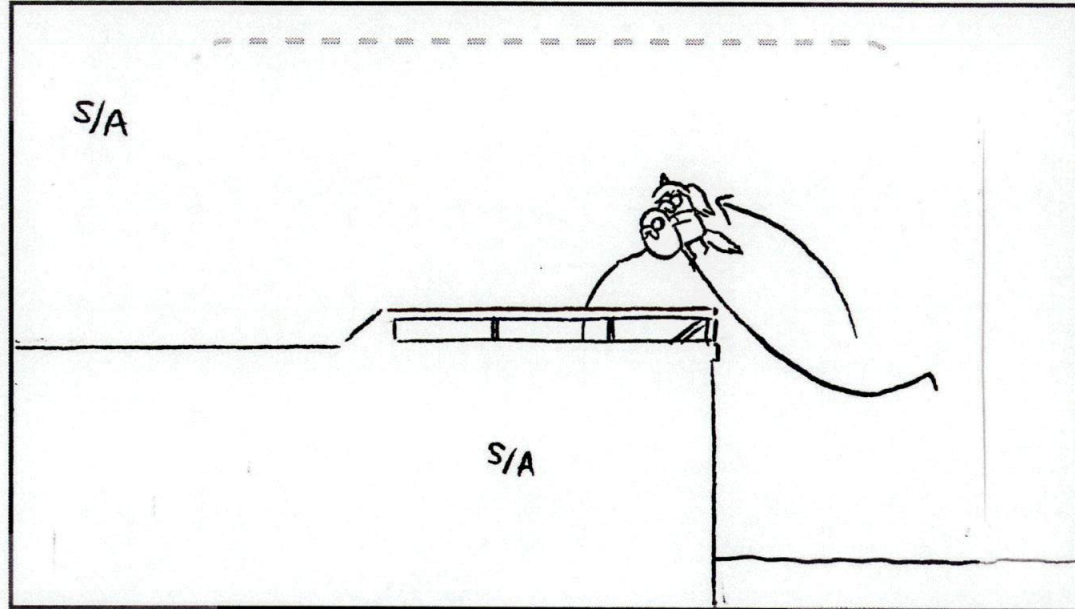
ADVENTURE TIME



Sc. *65 CONT* Pnl. *C*

Bg.

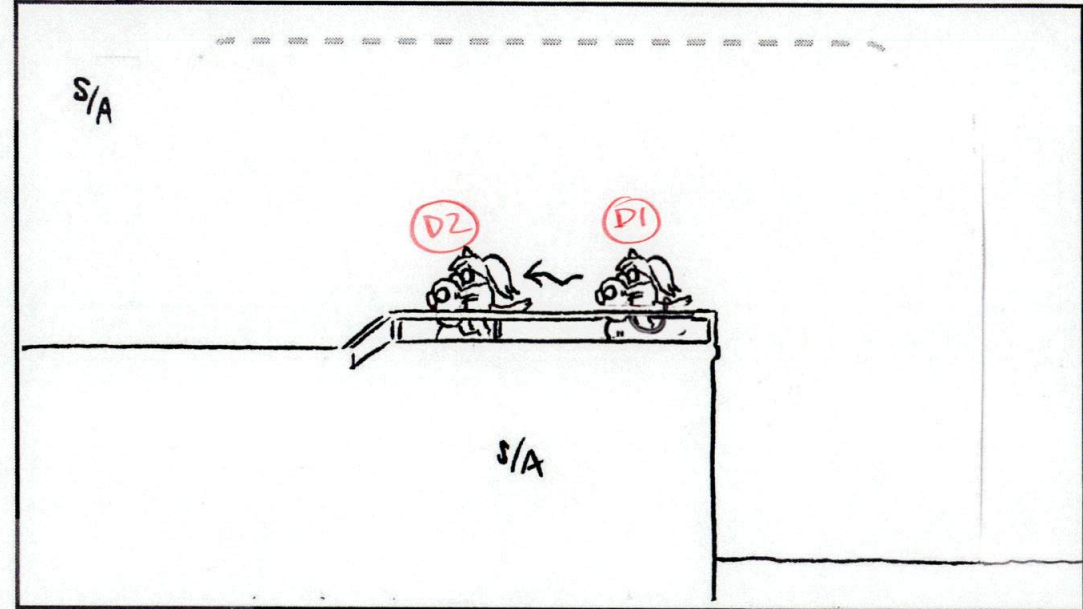
day night



Sc. *65 CONT* Pnl. *D*

Bg.

Page *121*
day night



Dialog:

Action:

-J. WALKS ONTO PLATFORM.

Timing:

NOV 04 2015

Production:

EPISODE #

1034-238

1034/238

1034/238

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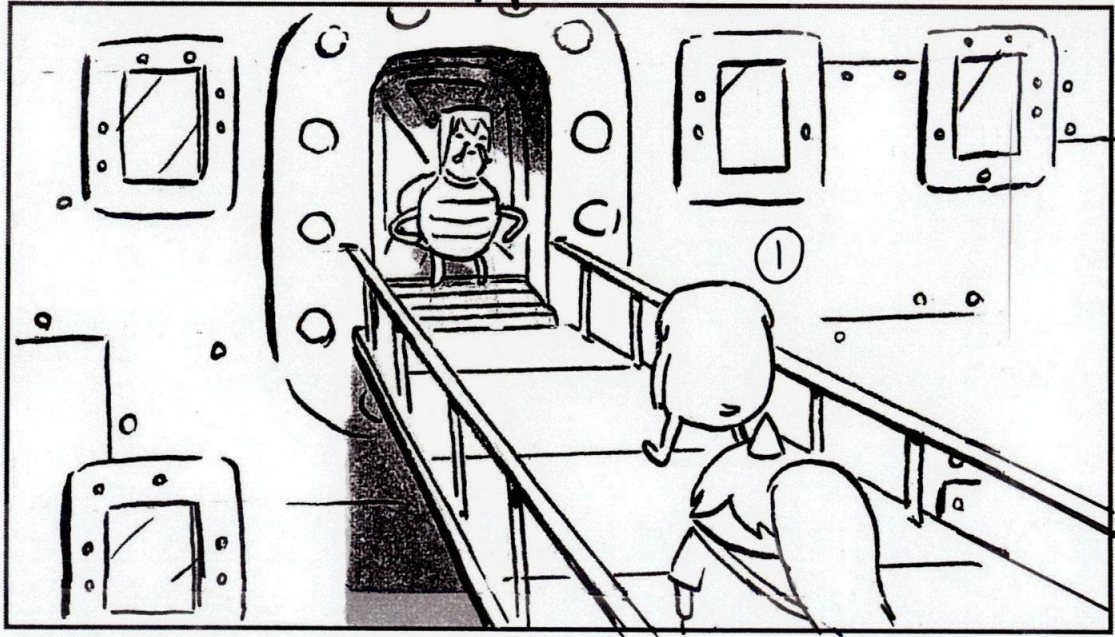
1034/238

ADVENTURE TIME

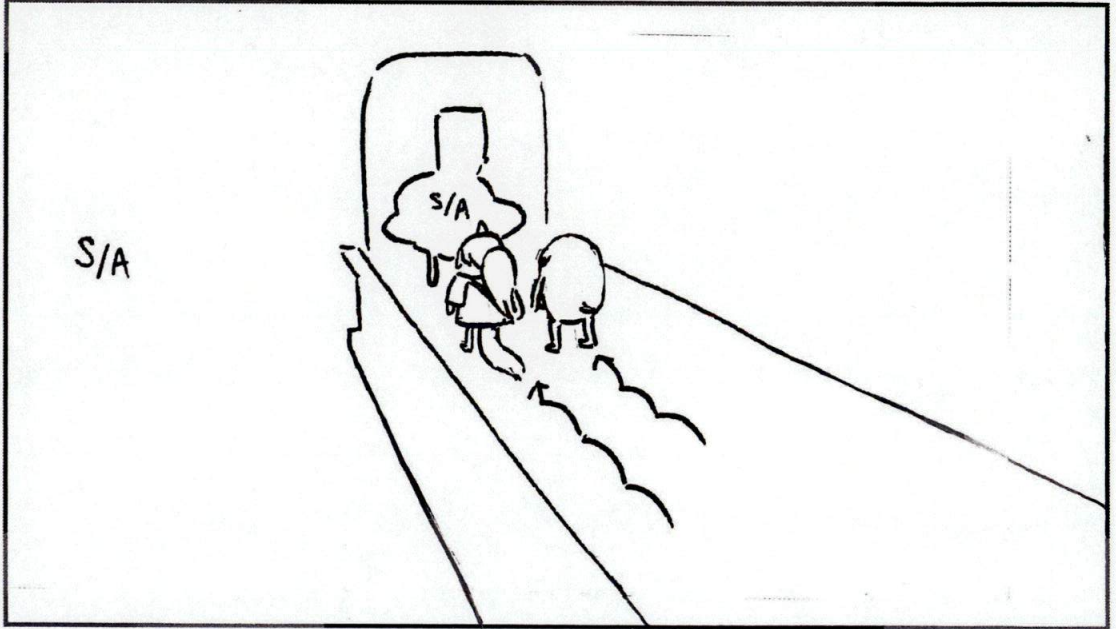


Page 122

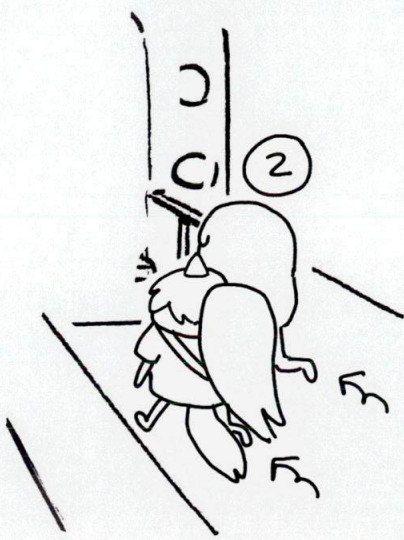
Sc. 66 Pnl. A Bg. day night



Sc. 66 CONT Pnl. B Bg. day night



Dialog:	
Action:	- J + CHARLIE APPROACH DOOR.
Timing:	NOV 04 2015



1034-238

EPISODE #

1034/238

Production:

1034/238

ADVENTURE TIME



Page 123

Sc. 67

Pnl. A

Bg.

day night

Sc. 67 CONT

Pnl. B

Bg.

day night



Dialog:

SFX: * FWIP! *

Action:

- DOOR MAN PULLS OUT CARD.

NOV 04 2015

Timing:

EPISODE # 1034-238

EPISODE #

1034/238

Production:

1034/238

ADVENTURE TIME

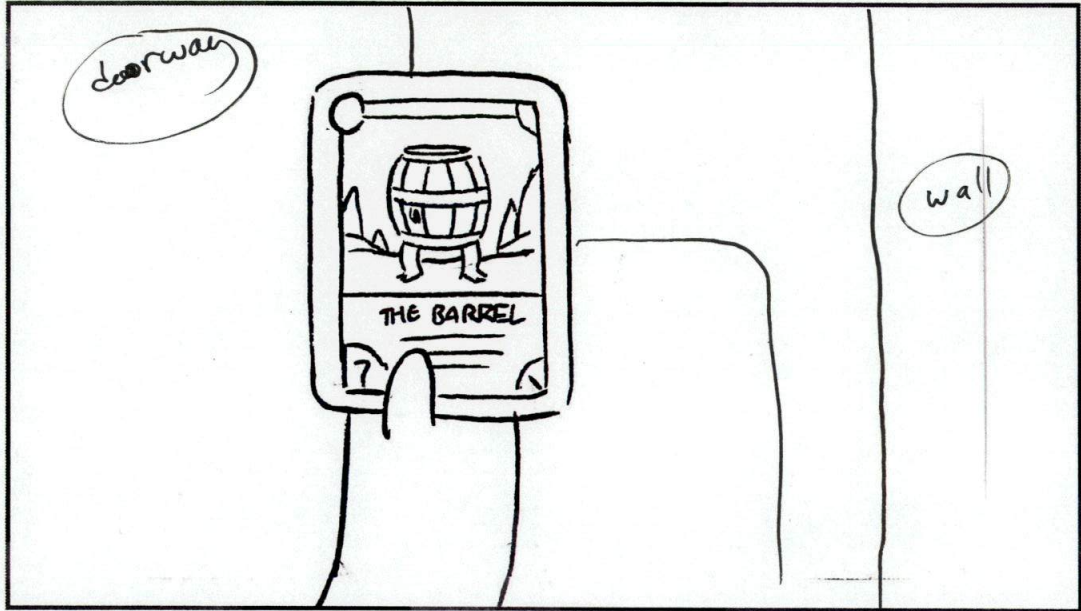


Sc. 68

Pnl. A

Bg.

day night

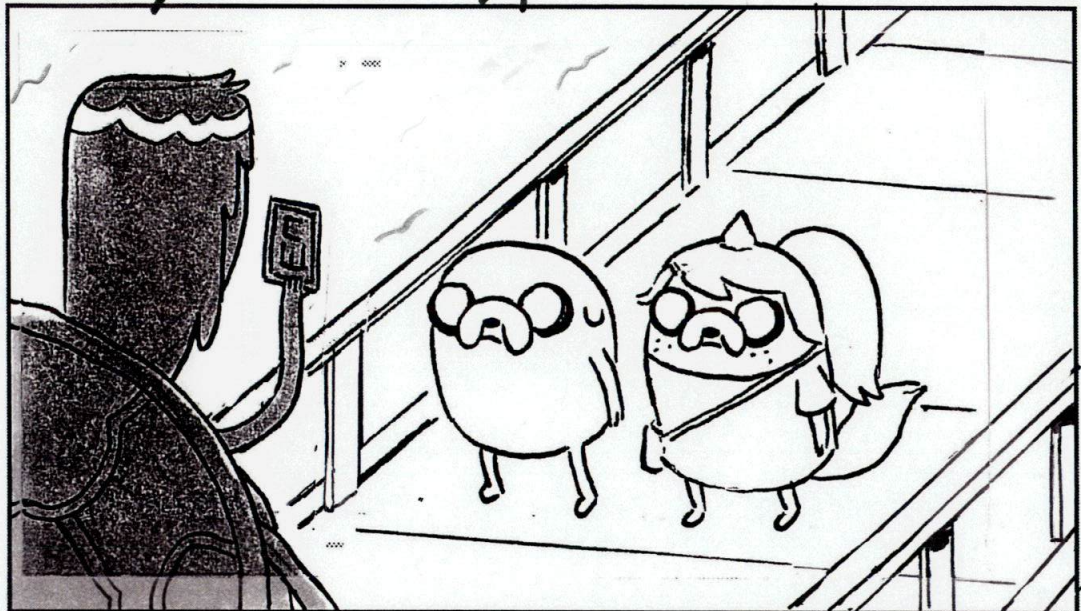


Sc. 69

Pnl. A

Bg.

day night



Dialog:

(0/5)
TURTLE DOORMAN: I ACTIVATE BARREL.

Action:

- DOORMAN HOLDS 'BARREL' CARD.

NOV 04 2015

Timing:

EPISODE # 1034-238

Production:

1034/238

ADVENTURE TIME



Page 125

Sc. 69 cont Pnl. B

Bg.

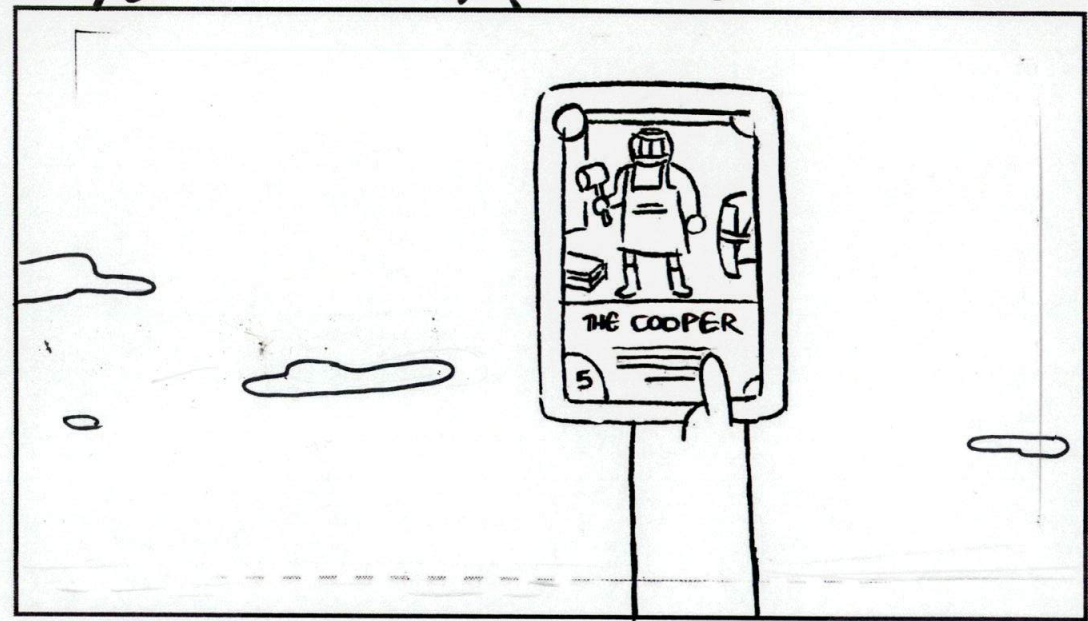
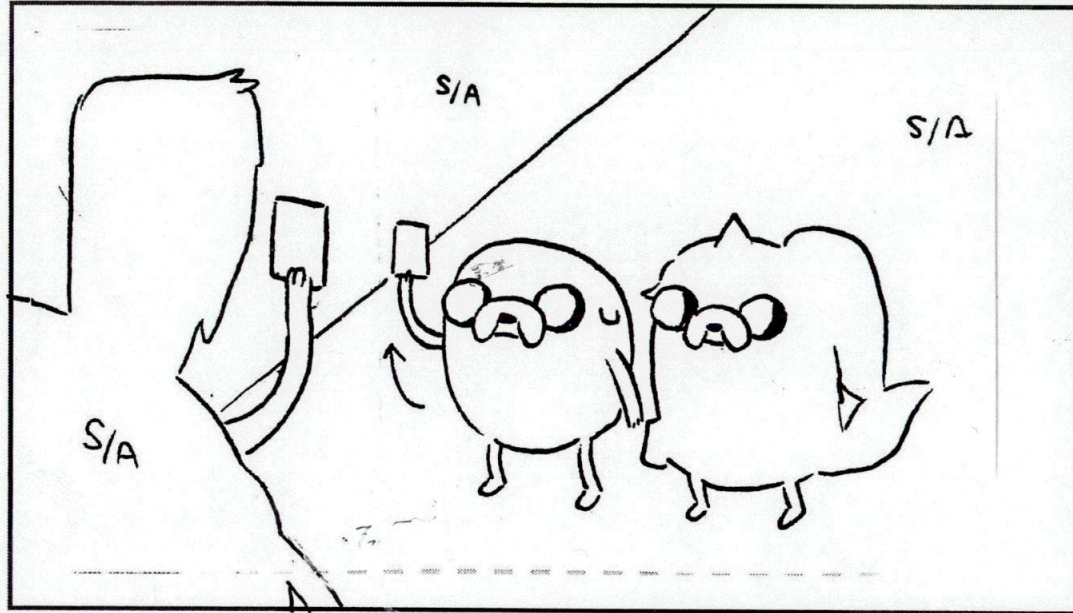
day night

Sc. 70

Pnl. A

Bg.

day night



Dialog:	
(J) ^(o/s) I FLOOP THE COOPER.	
Action:	-J PULLS OUT CARD FROM SKIN - POCKET.
	-CLOSE UP OF 'THE COOPER' CARD.
NOV 04 2015	
Timing:	

EPISODE # 1034-238

Produc.

1034/238

1034/238

ADVENTURE TIME

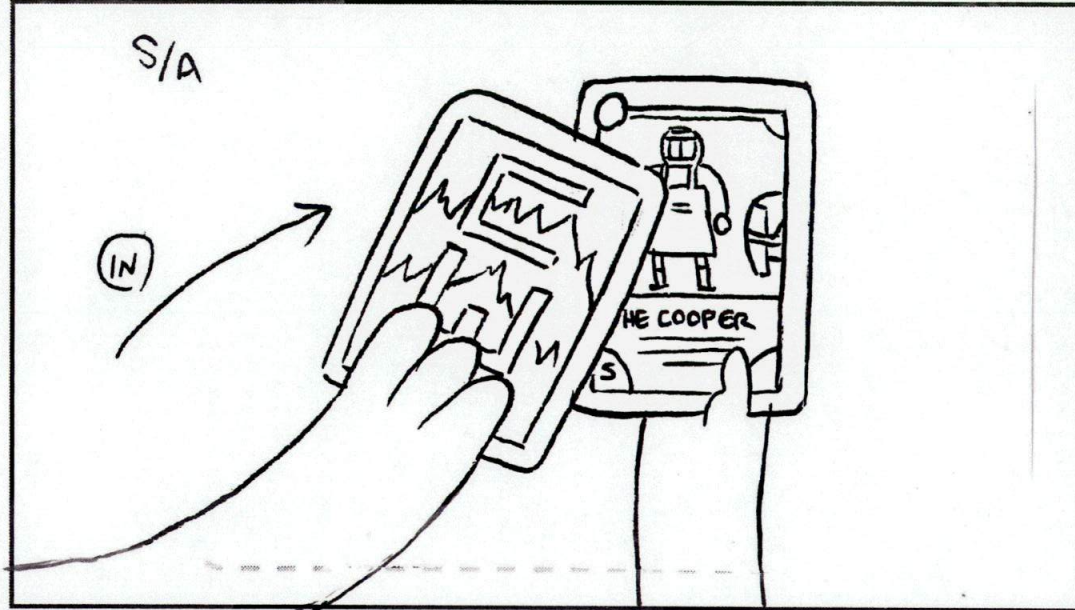


Sc. 70 cont

Pnl. B

Bg.

day night

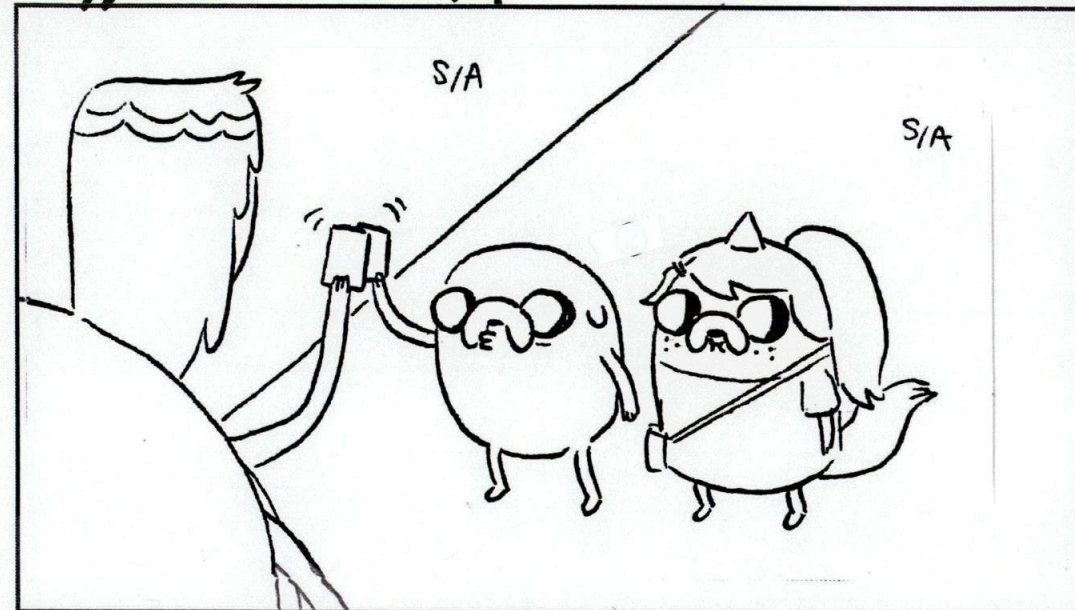


Sc. 71

Pnl. A

Bg.

day night



Dialog:

DOOR MAN (O/S)
MMMMMM,

J: MMM-MM

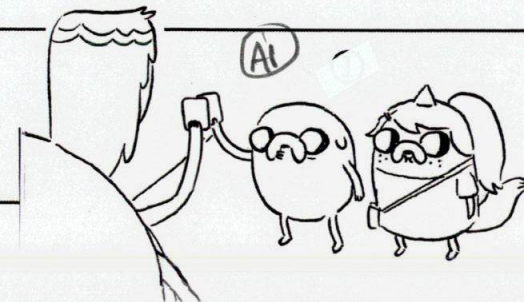
Action:

- DOORMAN'S CARD COMES ON/S.

- J+ DOORMAN RUB CARDS TOGETHER

NOV 04 2015

Timing:



EPISODE # 1034-238

EPISODE #

1034/238

Production:

1034/238

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ADVENTURE TIME



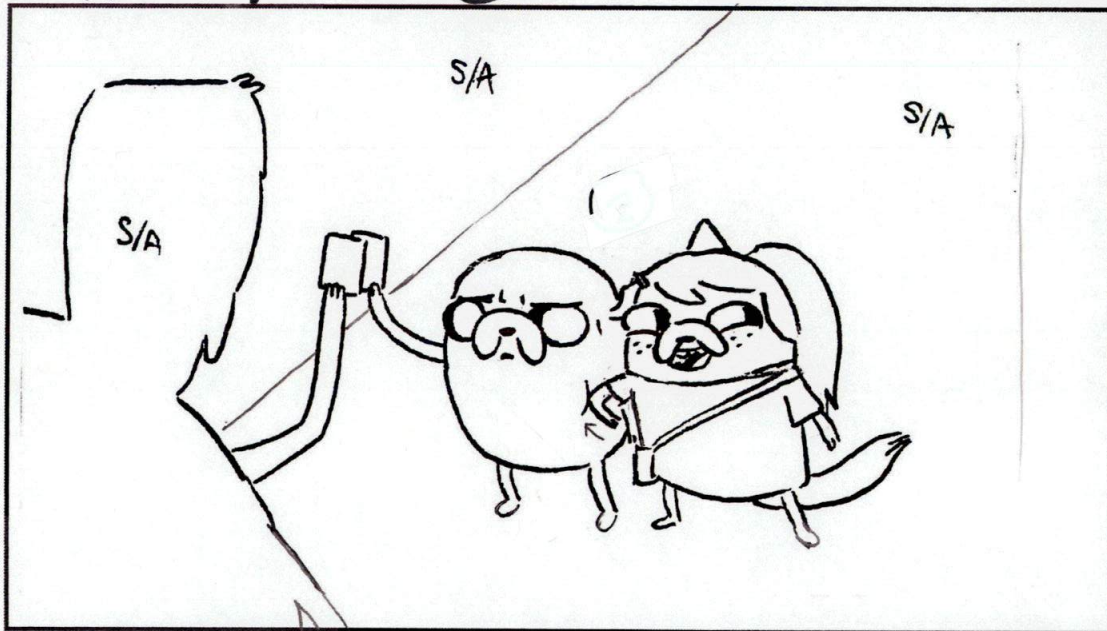
Page 187

Sc. 71 CONT

Pnl. B

Bg.

day night

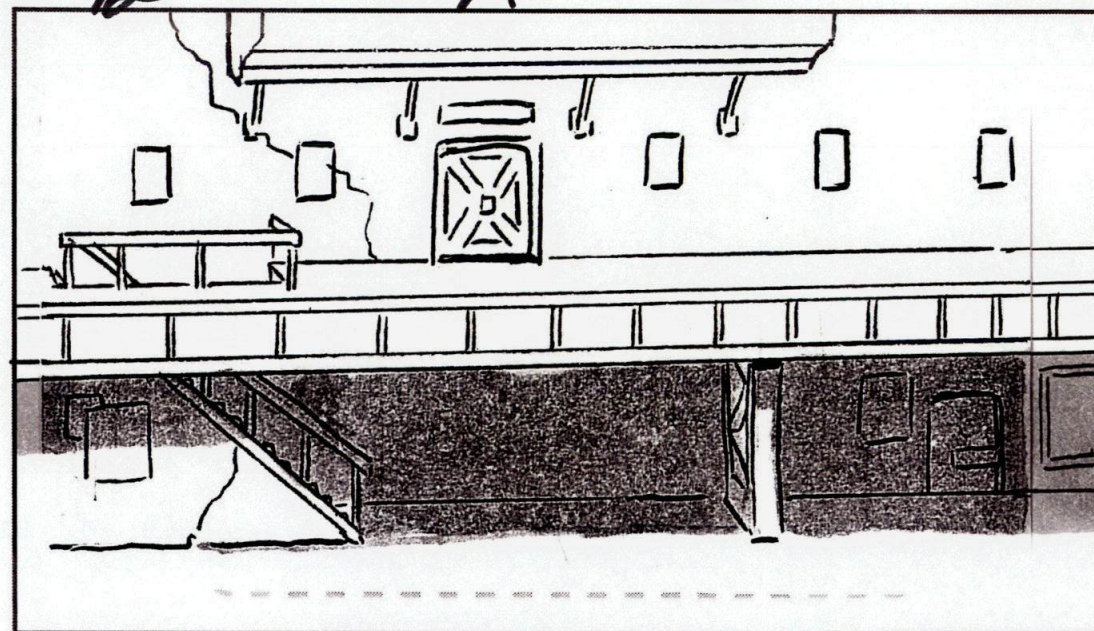


Sc. 72

Pnl. A

Bg.

day night



Dialog:

© CYUUUTE ...

(BL)

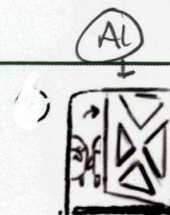
Action:

CHARLIE ELBOWS JAKE.



Timing:

- INT. OF OIL RIG.



NOV 04 2015

EPISODE # 1034-238

1034/238

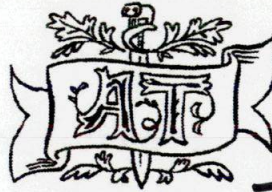
Production:

1034/238

1034/238

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ADVENTURE TIME




Page 128

Sc. 72 cont Pnl. B Bg. day night

S/A


S/A



Sc. 72 cont Pnl. C Bg. day night

S/A

S/A



Dialog:

SFX: * CREAKKK *

Action:

- DOOR OPENS

- J+ CHARLIE WALK FORWARD.

NOV 04 2015

Timing:

EPISODE # 1034-238

Production:

1034/238

1034/238

1034/238

ADVENTURE TIME



Sc. **72 cont** Pnl. **D**

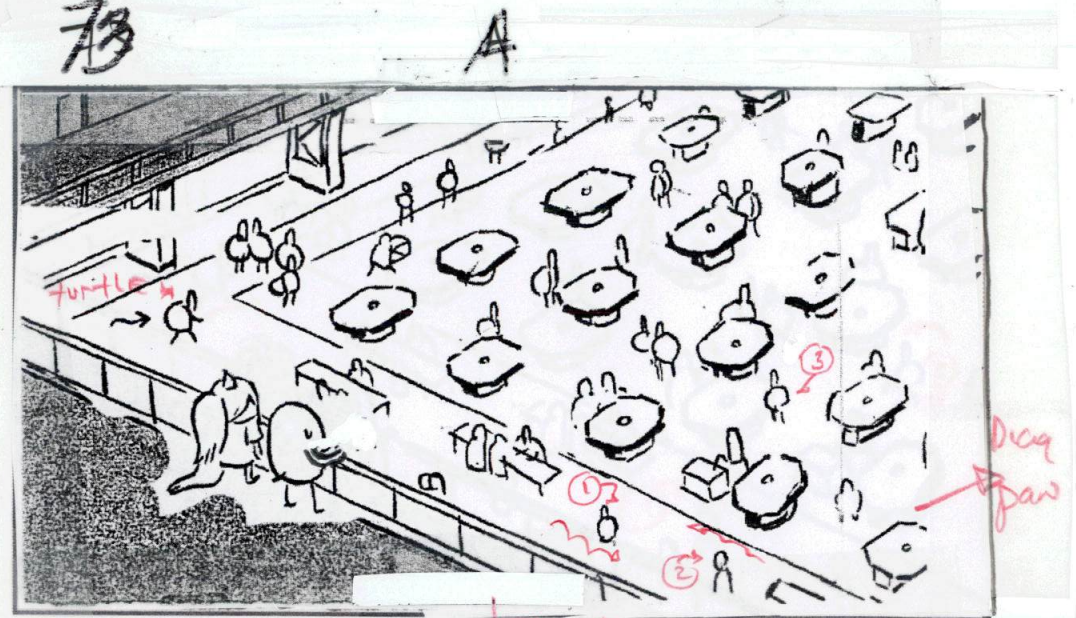
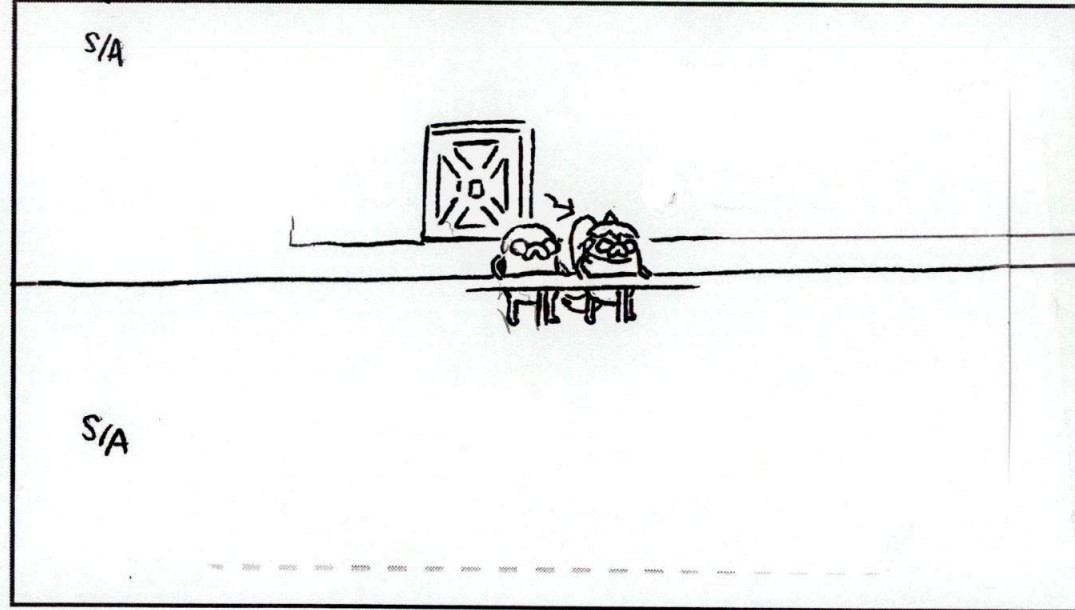
Bg.

day night

Sc.

Rc

day night



Dialog:

J: WELCOME, CHARLIE...

(D)

(60)
J: TO THE -

(A)
(3)

Action:



Drag pan
(A) to (B)

Timing:

NOV 04 2015

EPISODE # 1034-238

Production:

1034/238

1034/238

ADVENTURE TIME



Page 130

Sc.

Bg.

day night

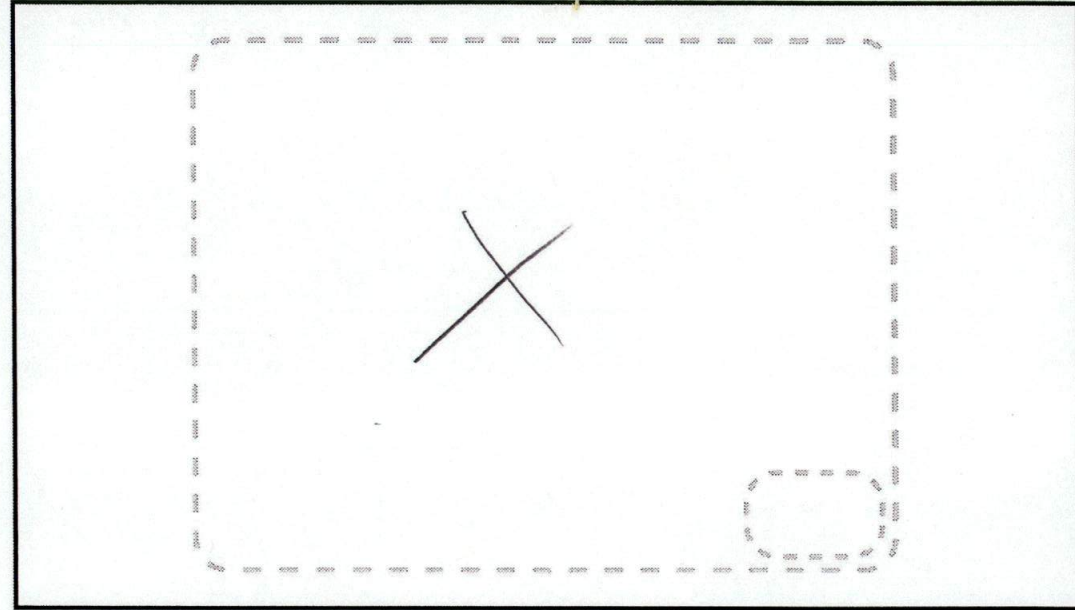
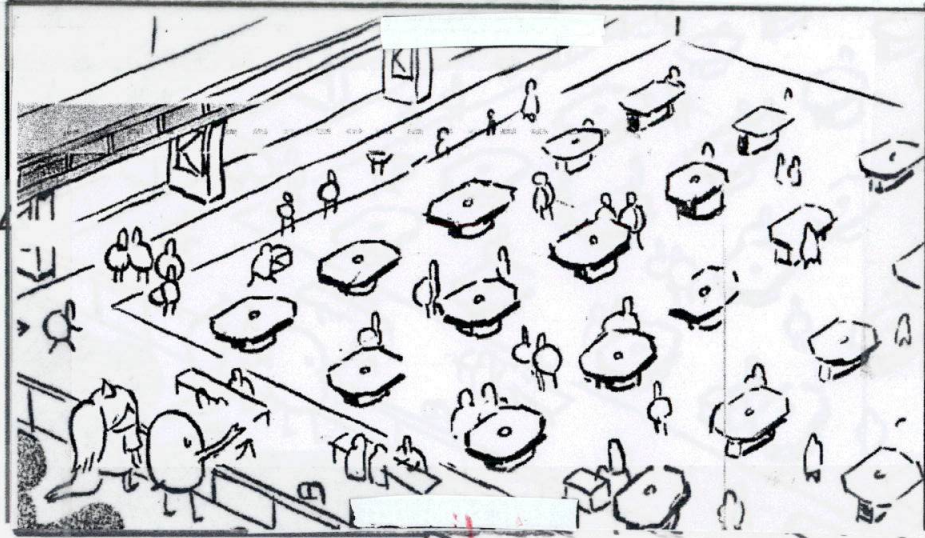
Sc.

Pnl.

Bg.

day night

73 CONT



Dialog:

(UA) stop
JMK 59th card wars
Doubles classic

Action:

Timing:

NOV 04 2015

1034-238

EPISODE #

Production:

1034/238

1034/238

1034/238

1034/238

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ADVENTURE TIME

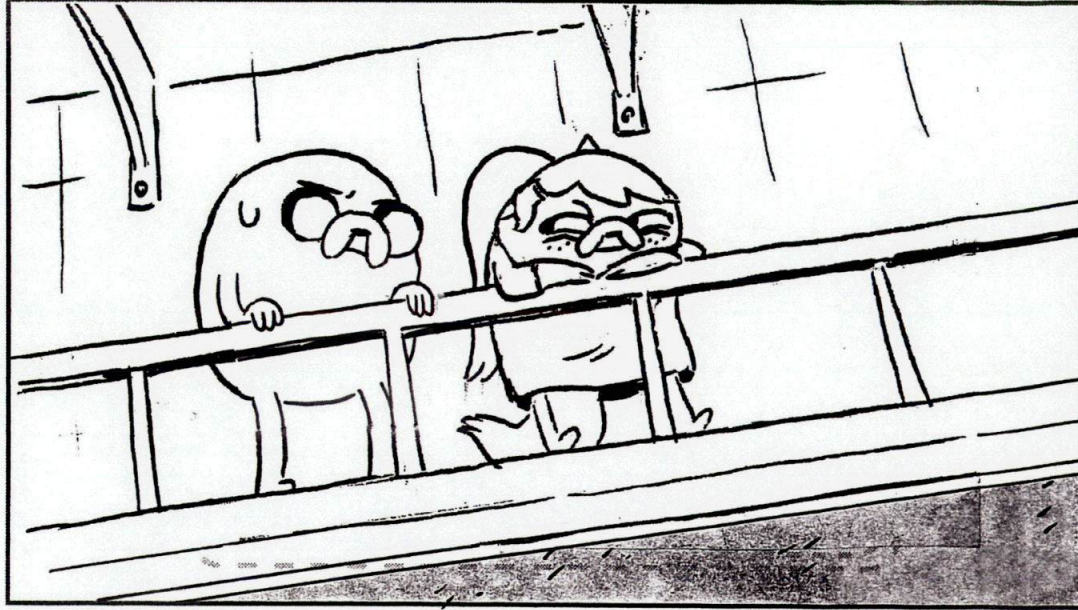


Sc. 74

Pnl. A

Bg.

day night

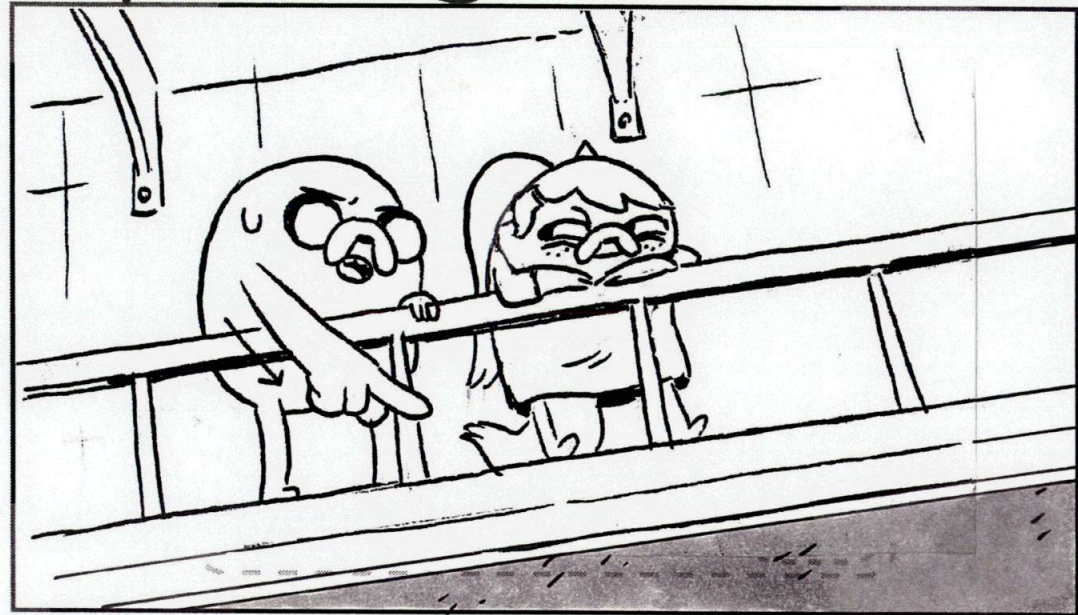


Sc. 74cont

Pnl. B

Bg.

day night



Dialog:

① THAT'S TODD AND I
"

Action:

NOV 04 2011

Timing:

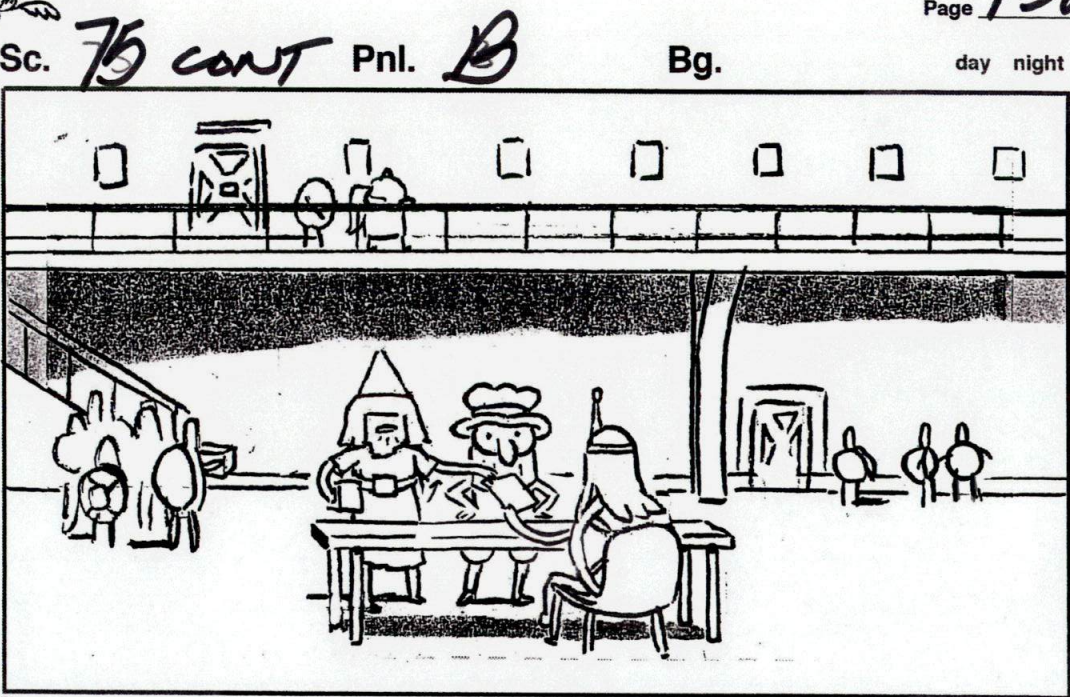
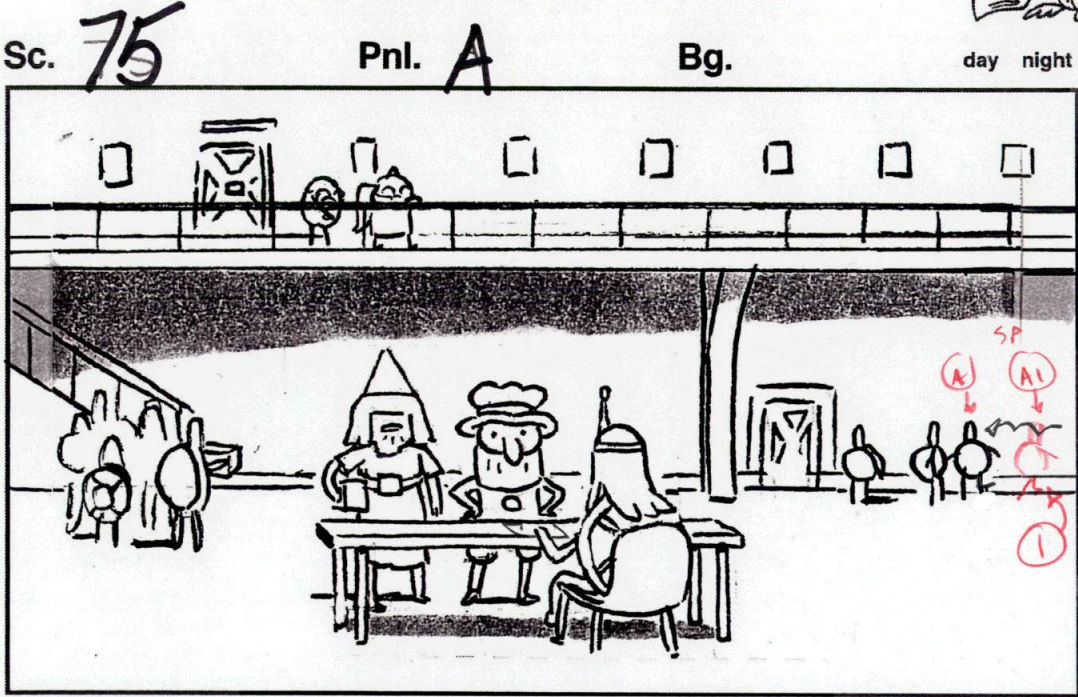
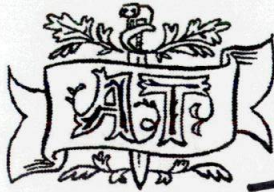
EPISODE # 1034-238

Production:

1034/238

1034/238

ADVENTURE TIME



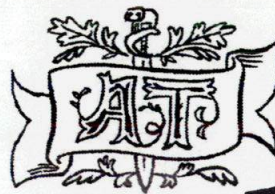
Dialog:	<p><u>Jack</u> / JENNINGS signing in</p> <p>S/A B1</p>
Action:	<p>-TURTLE PRINCESS HANDS TODD A SLIP.</p> <p>NOV 04 2015</p>
Timing:	

1034-238
EPISODE #

Production:

1034/238

ADVENTURE TIME



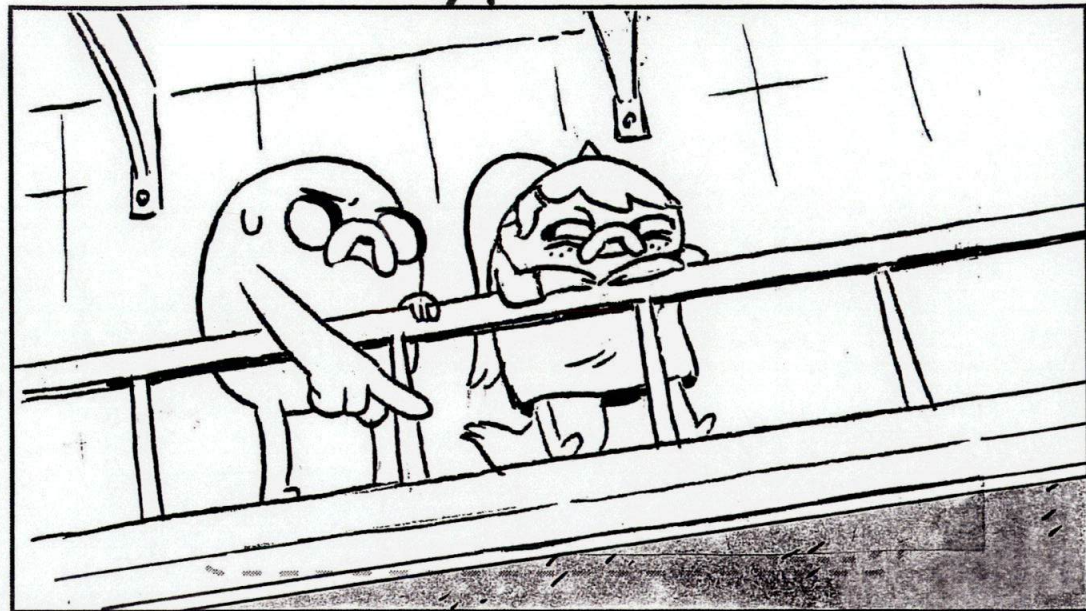
Page **133**

Sc. **76**

Pnl. **A**

Bg.

day night

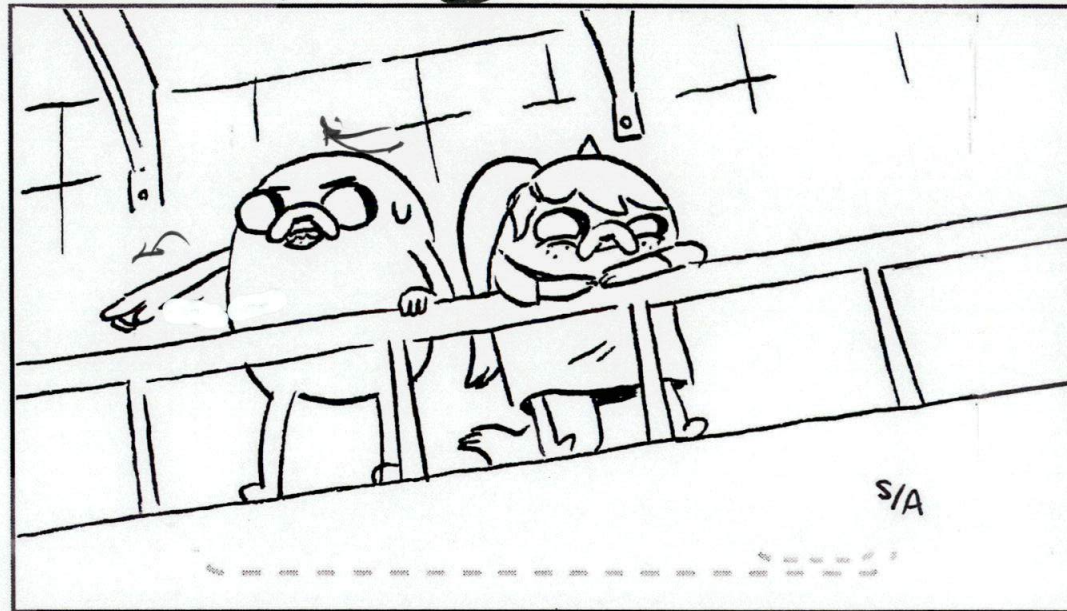


Sc. **76 cont**

Pnl. **B**

Bg.

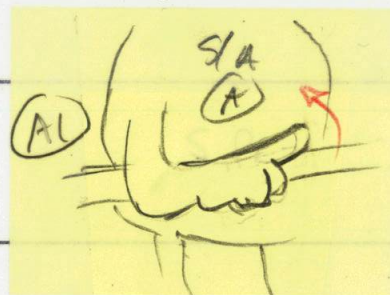
day night



Dialog:

① AND OVER THERE --

Action:



Timing:

NOV 04 2013

EPISODE # 1034-238

Production:

1034/238

1034/238

1034/238

ADVENTURE TIME



Page 134

Sc. 77 Pnl. A Bg. day night



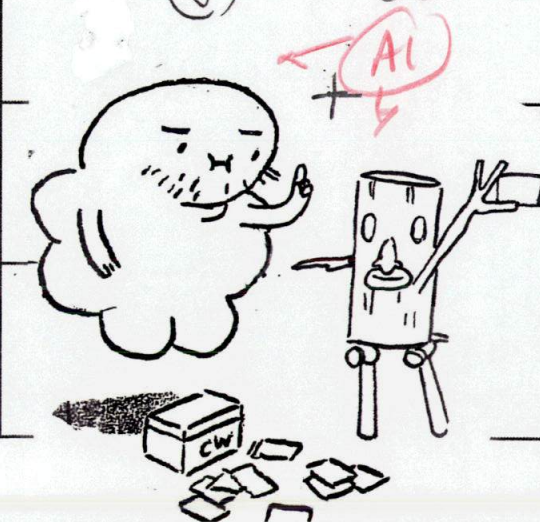
Sc. 77 CONT Pnl. B Bg. day night



Dialog:

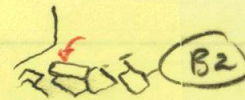
① (0/5) BENTON AND MIKE R. --

① (0/5) THEY'RE BIG TIME HUSTLERS.



- MIKE R. POINTS
- BENTON THROWS DOWN CARD

- MIKE R. CROSSES ARMS.



EPISODE # 1034-238

Production:

1034/238

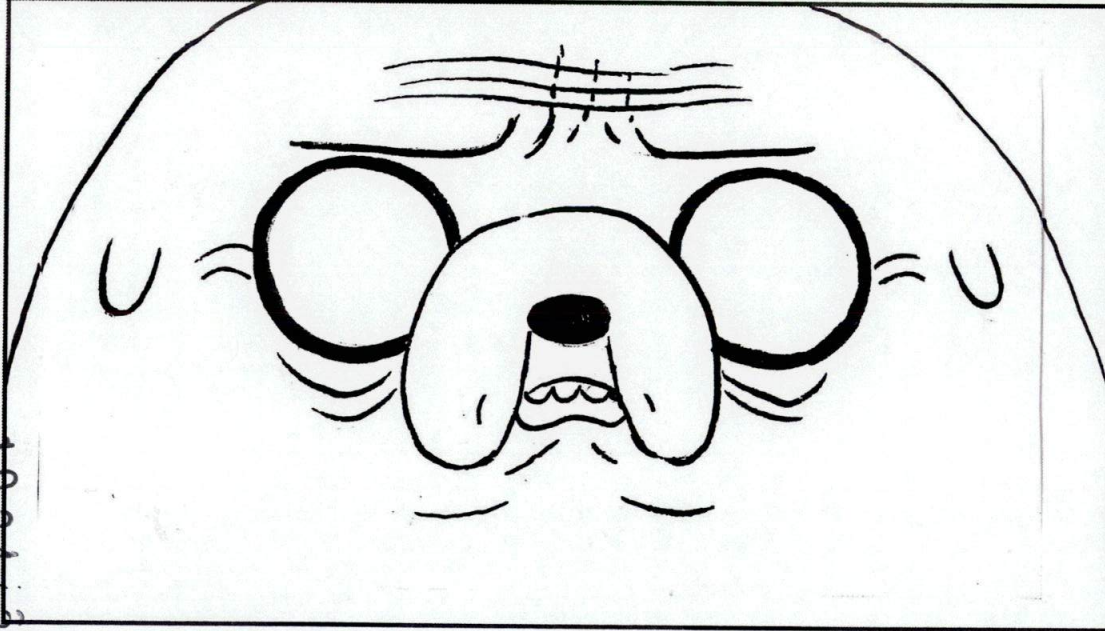
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ADVENTURE TIME

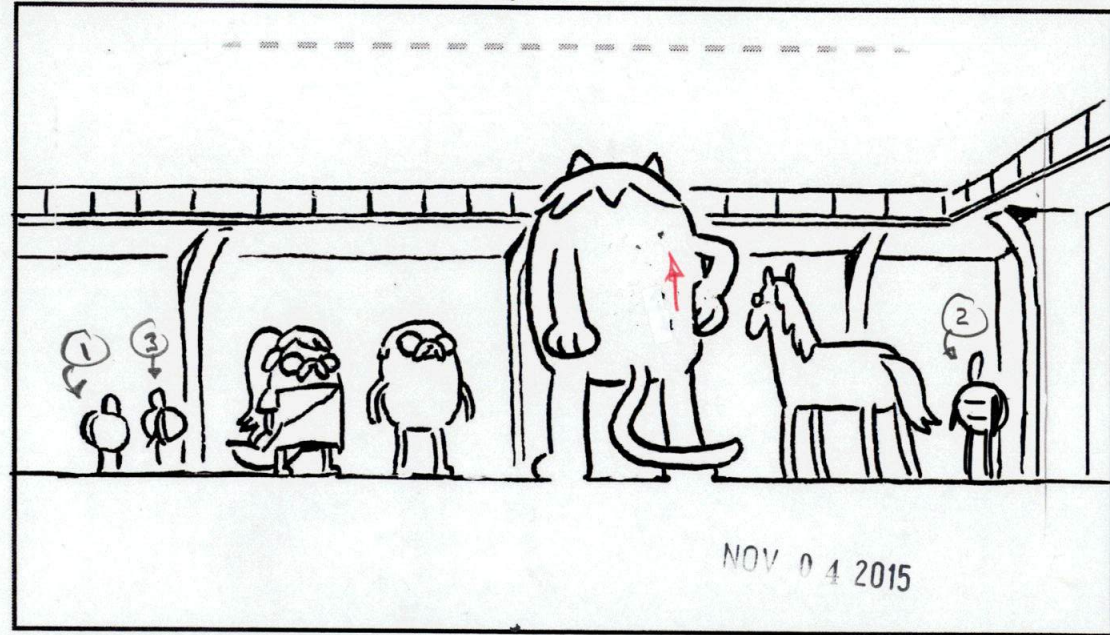


Page **143**

Sc. **83 cont** Pnl. **C** Bg. day night



Sc. **84** Pnl. **A** Bg. day night



Dialog:

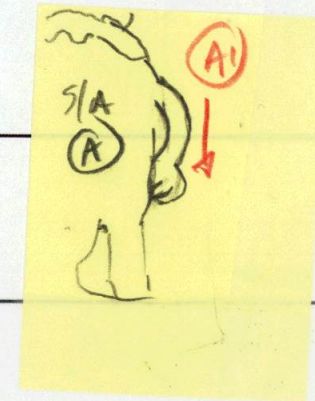
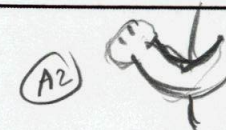
① GRAND PRIX ...

GP: Man, I thought you swore off tourney play.
like, angrily swore it off.

Action:

-GP RUBS HAND ON HIS SIDE.

Timing:



EPISODE # 1034-238

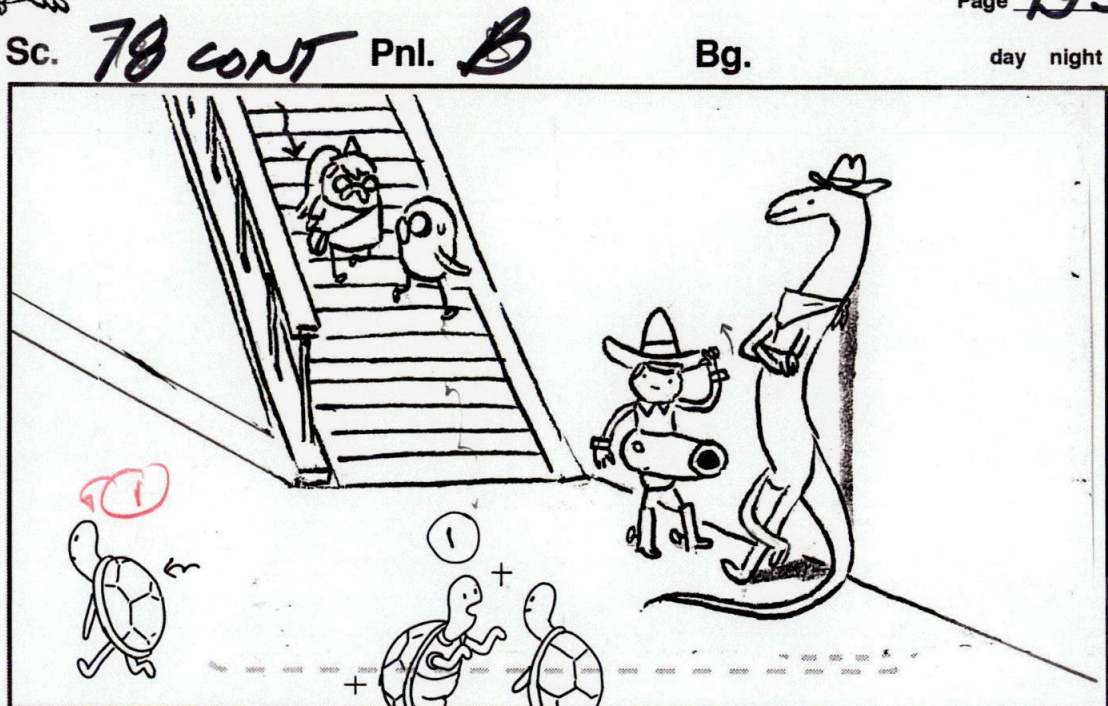
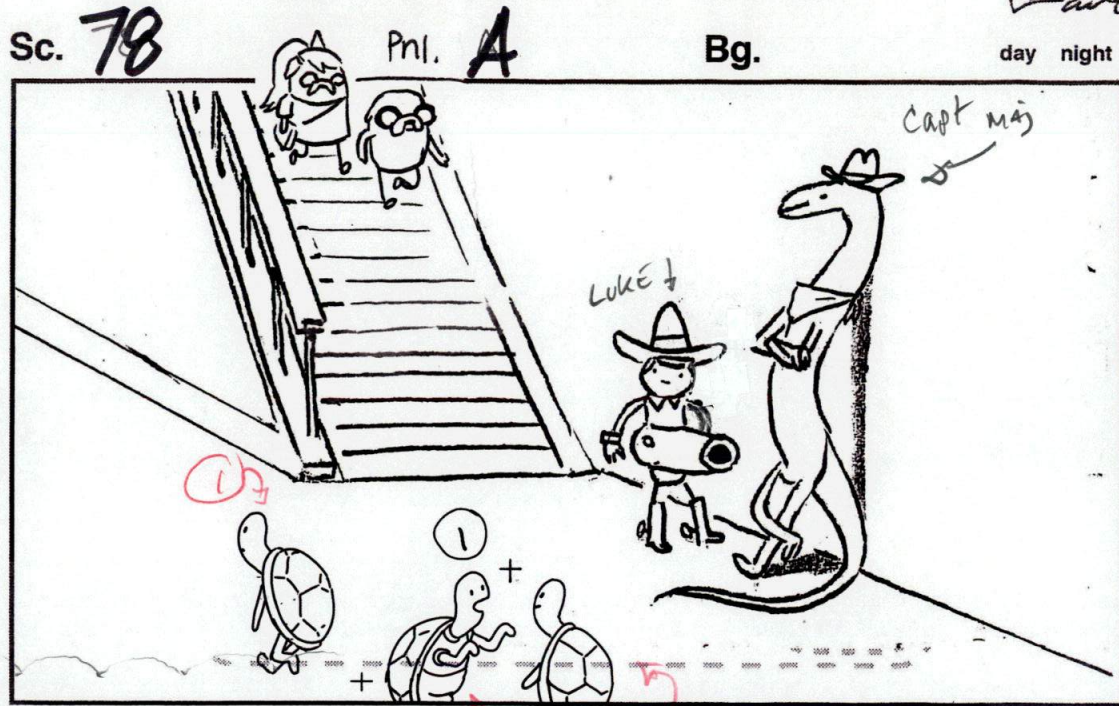
1034/238

Production:

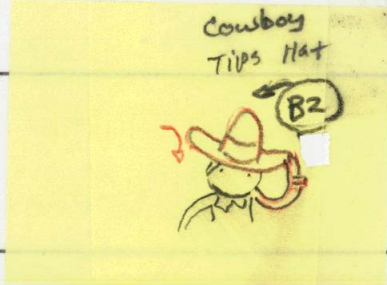
1034/238

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ADVENTURE TIME



Dialog:	① LUKE AND CAPTAIN MAJESTY...	
Action:	② + (A) - J+ CHARLIE WALK DOWN STAIRS. - TURTLE CONVERSATION GESTURES CYCLE ① + ②	② + (B1) - LUKE TIPS HAT.
Timing:	- TURTLE WALKS ACROSS FLOOR	



EPISODE # 1034-238

1034/238

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ADVENTURE TIME



Page 136
day night

Sc. 78 CONT Pnl. C

Bg.

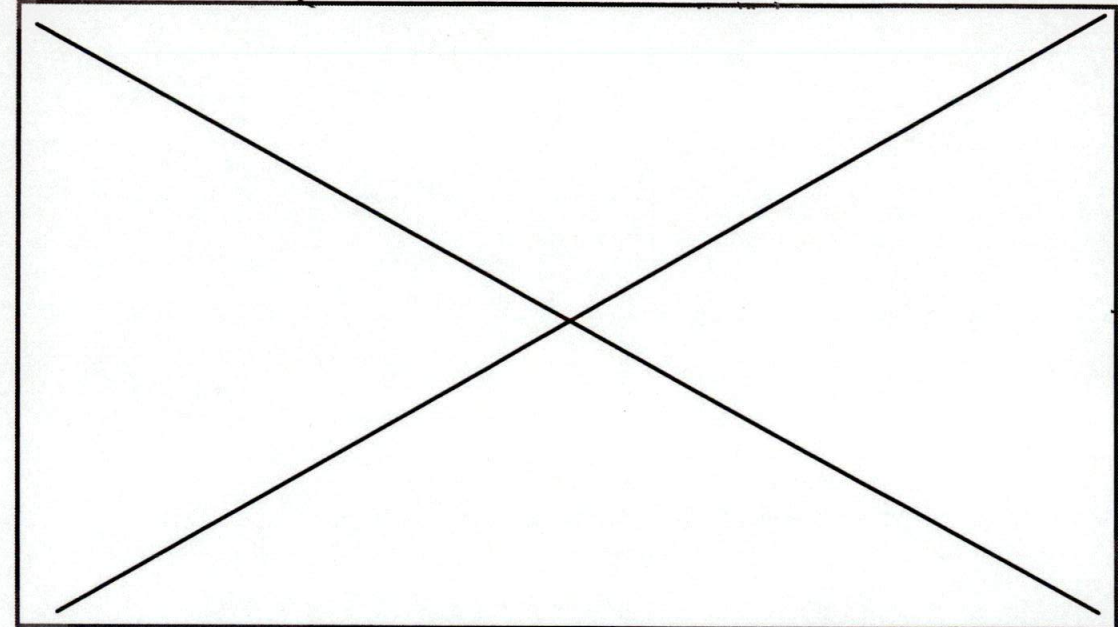
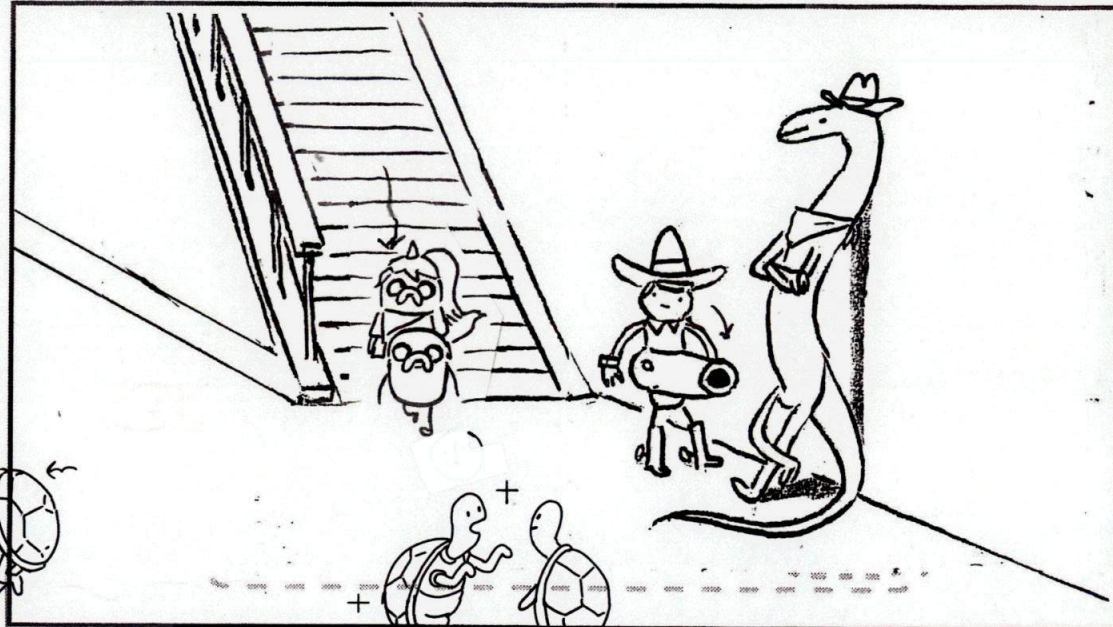
day night

Sc.

Pnl.

Bg.

day night

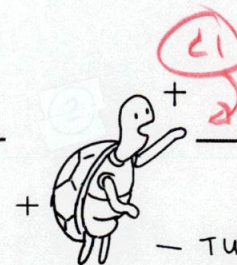


Dialog:

Action:

- C+J TURN LEFT.
- PAN W/ C+J.

Timing:



- TURTLE CONVERSATION GESTURES
CYCLE (1) + (2)

- TURTLE WALKS ACROSS FLOOR

NOV 04 2015

EPISODE #
1034-238

1034/238

Production:

1034/238

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ADVENTURE TIME



NO
SC
79

Page 137
day night

Sc. 78 *CONT*

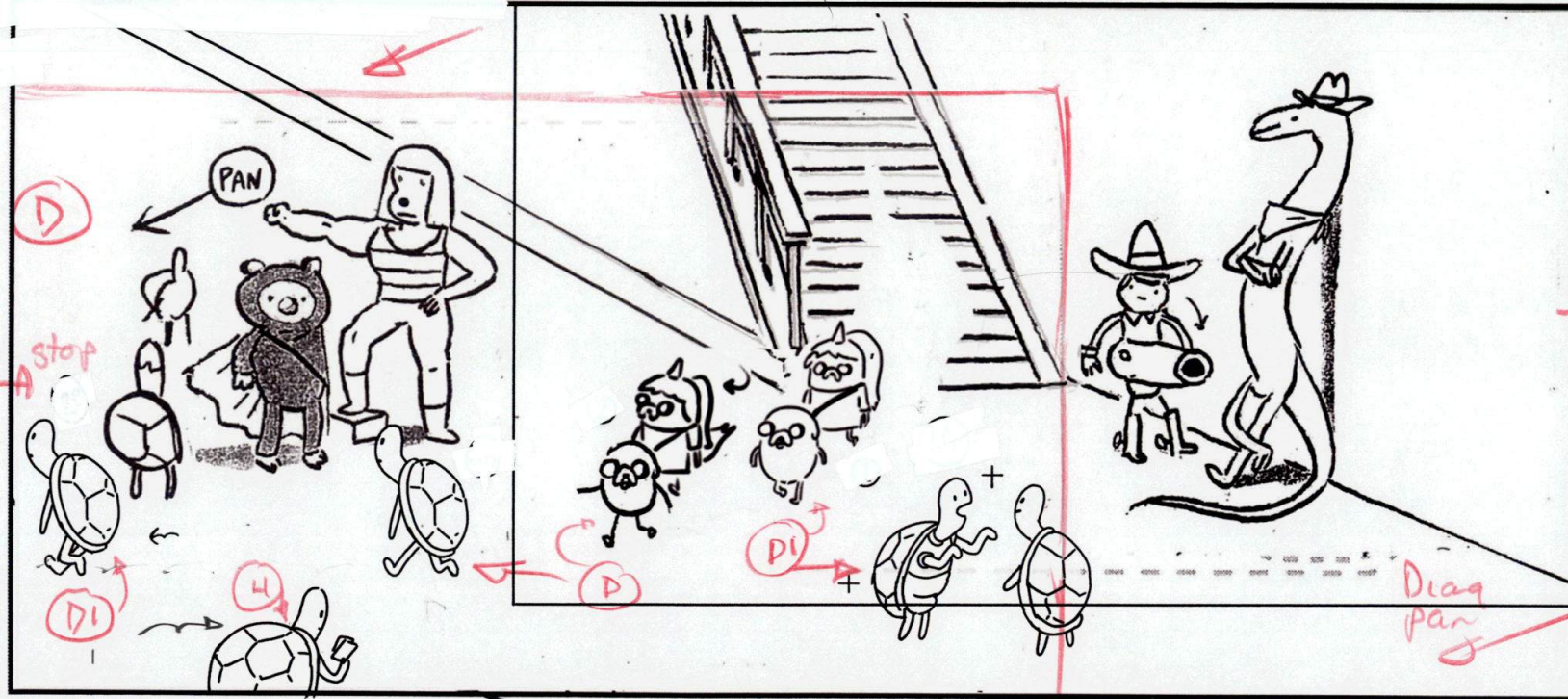
Bg.

day night

Sc.

Pnl.

Bg.



① MR. OUTRAGEOUS AND MR. INTERNATIONAL ...

Action:

- TURTLE CONVERSATION

Timing:

- TURTLE WALKS ACROSS FLOOR

NOV 04 2015

1034-238

EPISODE #

1034/238

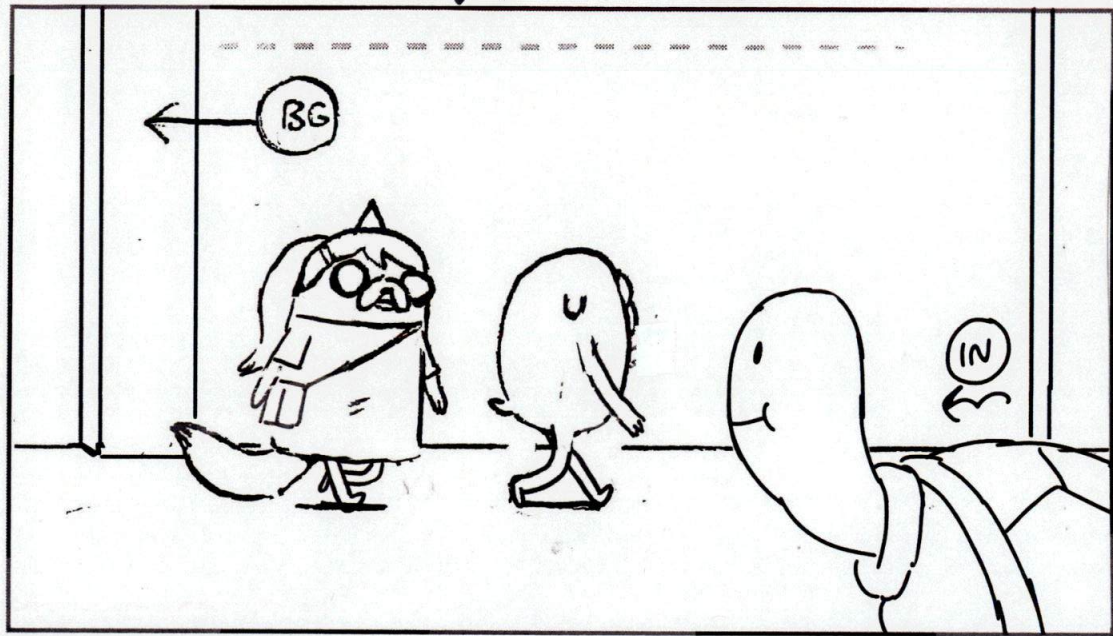
Production:

1034/238

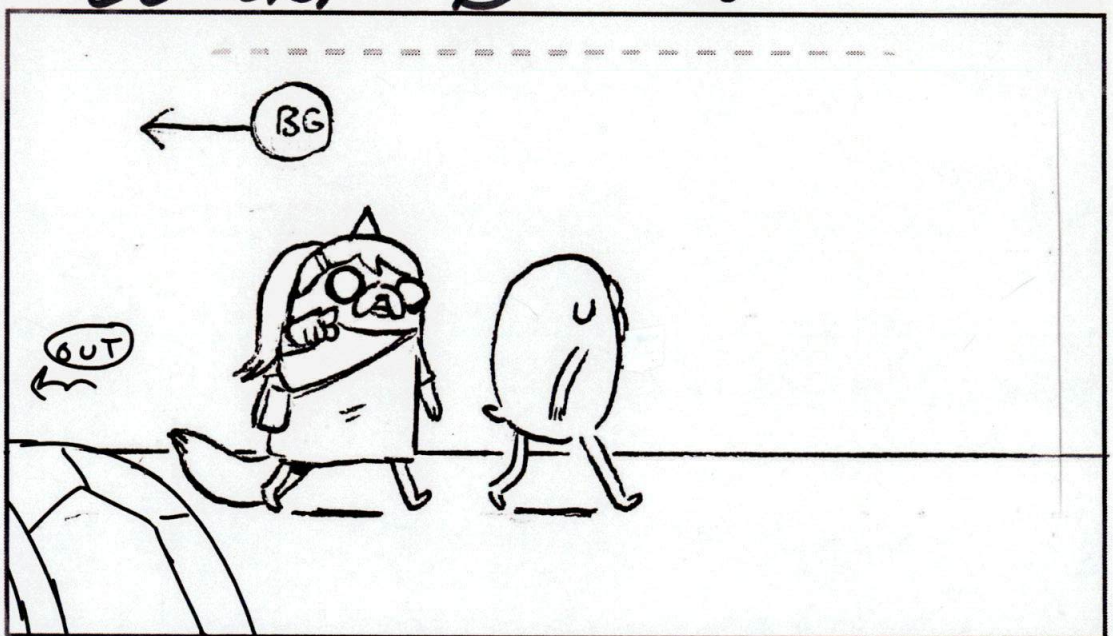
ADVENTURE TIME



Sc. 80 Pnl. A Bg. day night



Sc. 80 CONT Pnl. B Bg. day night



Dialog:	(C) WHO'S <u>THAT</u> POPPA.
Action:	-C. POINTS
Timing:	

NOV 04 2015

EPISODE # 1034-238

Production:

ADVENTURE TIME

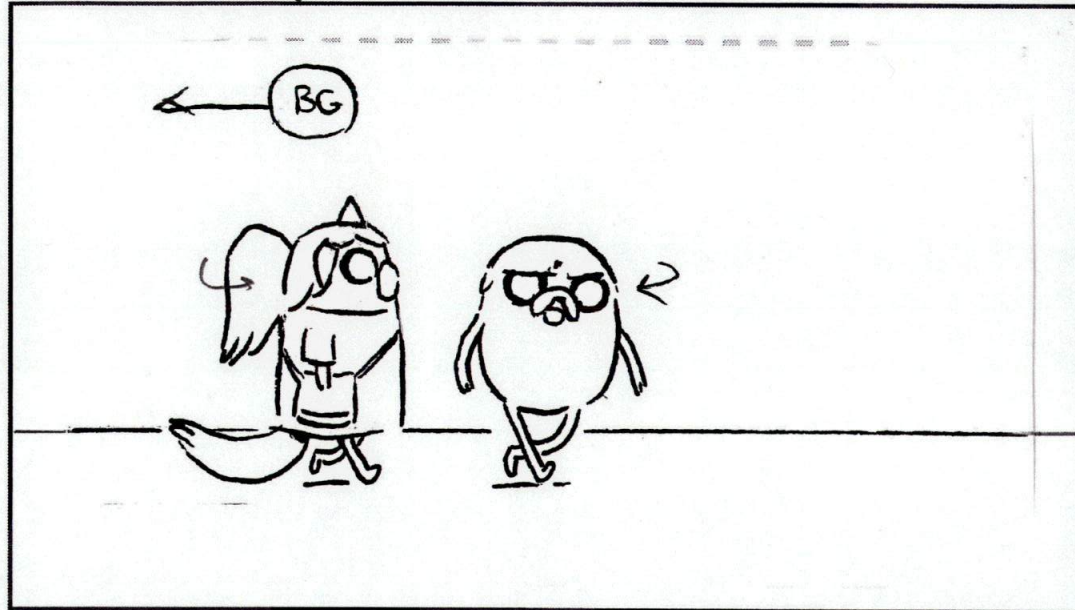


Page **139**

Sc. **80 cont** Pnl. **C**

Bg.

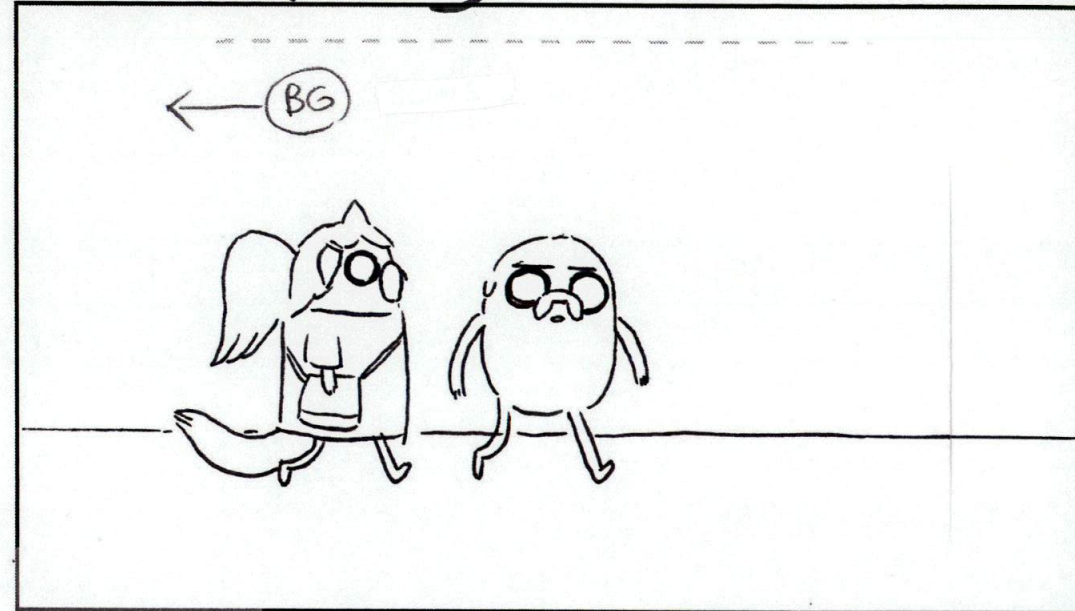
day night



Sc. **80 cont** Pnl. **D**

Bg.

day night



Dialog:

(J)

THATS?

Action:

- J. TURNS

NOV 04 2015

Timing:

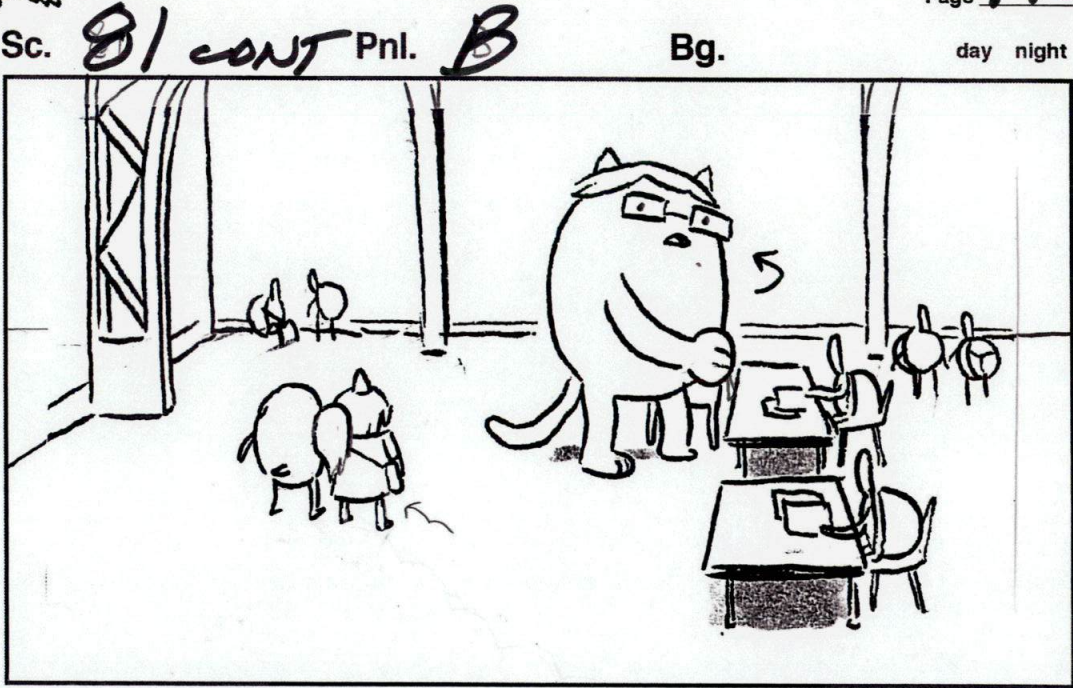
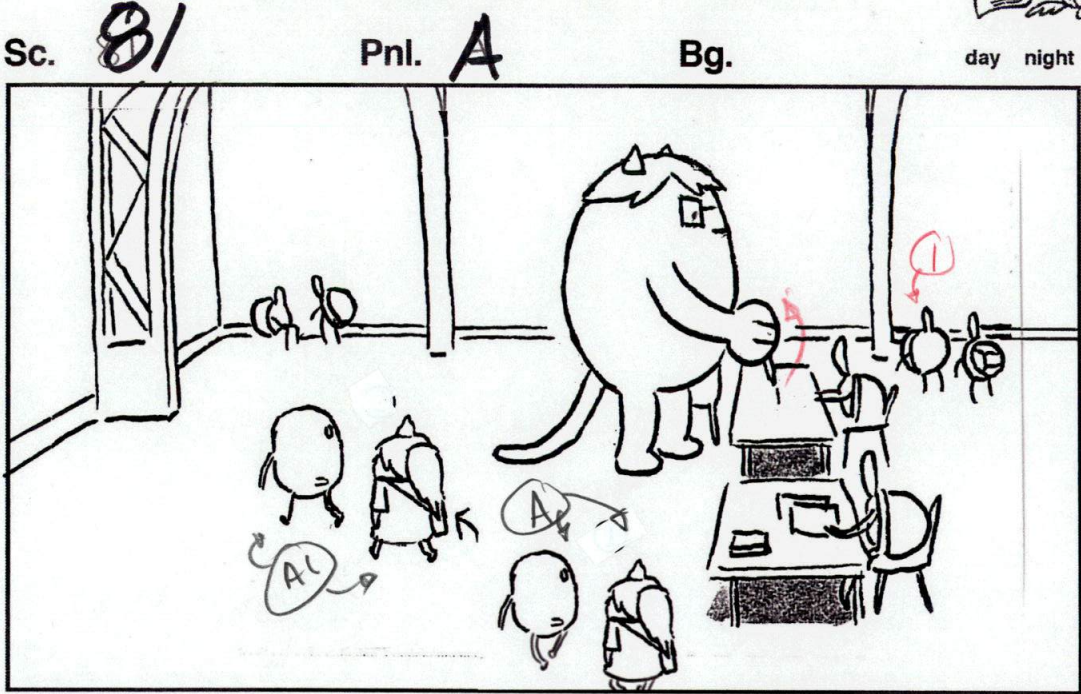
EPISODE # **1034-238**

Production:

1034/238

1034/238

ADVENTURE TIME



Dialog:	<p>J. (VO) THAT'S ... UH ... the reigning champs</p>	
Action:		
Timing:		

- GRAND PRIX LOOKS UP.

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Production:

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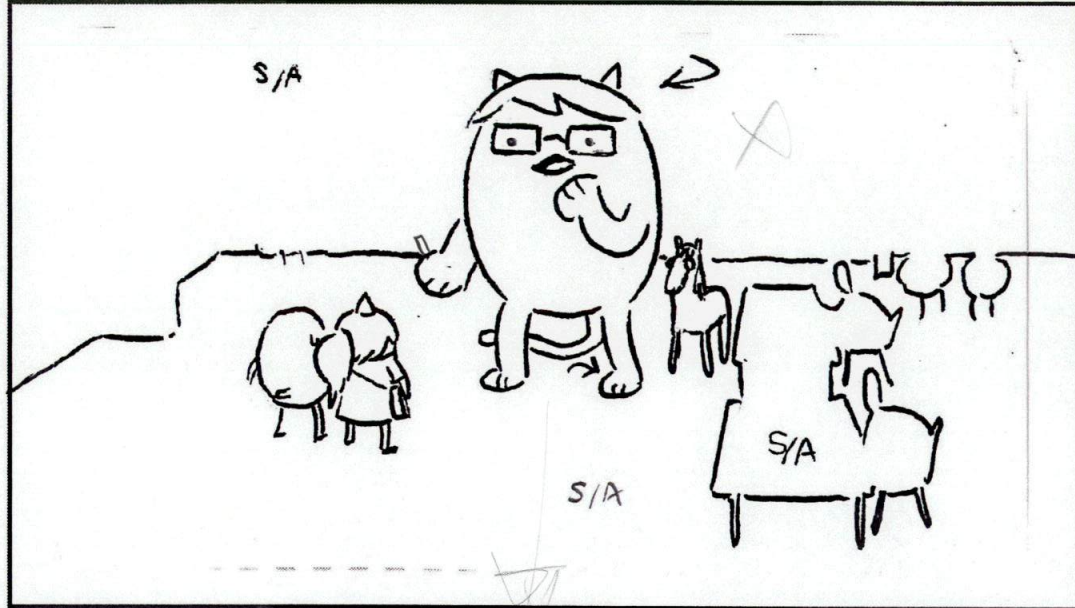
ADVENTURE TIME



Sc. **81 cont** Pnl. **C**

Bg.

day night



Sc. **82**

Pnl. **A**

Bg.

day night



Dialog:

(GP) JAKE?

Action:

- GP TURNS AROUND COMPLETELY,
REVEALING MONIKER

- CU of MONIKER.

NOV 04 2015

Timing:

EPISODE #

1034-238

Production:

1034/238

1034/238

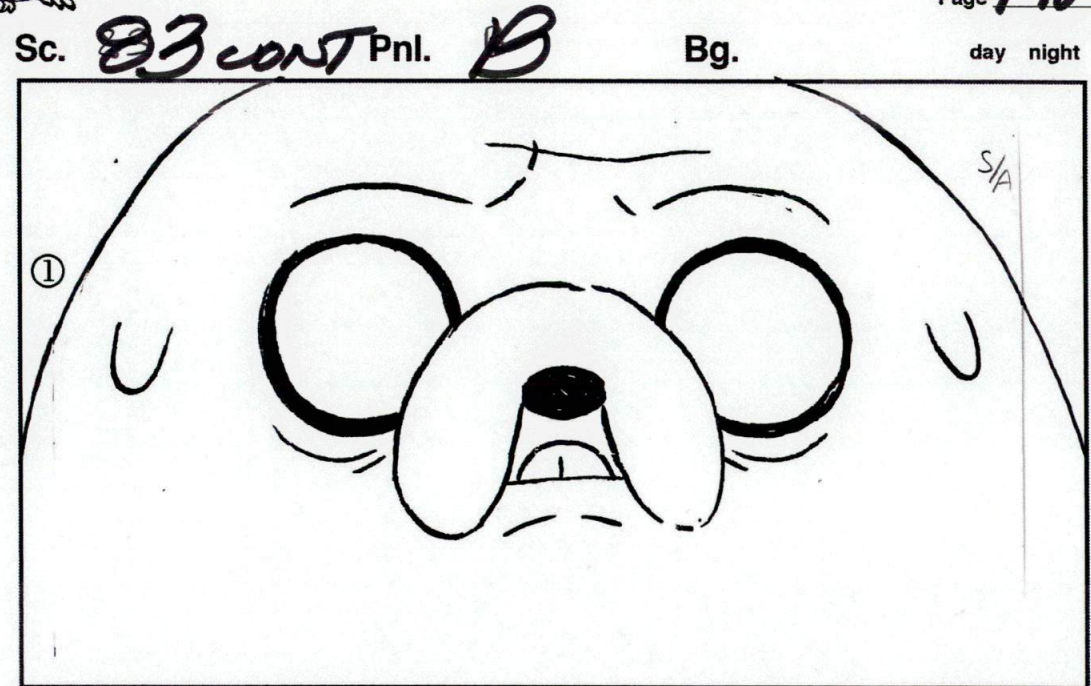
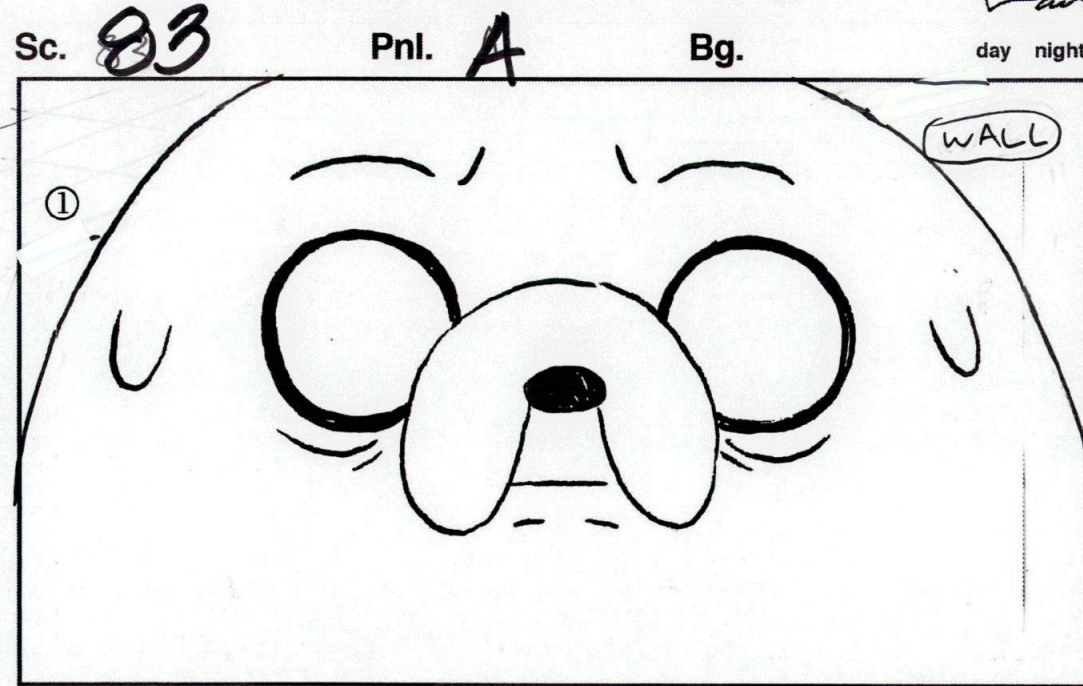
1034/238

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ADVENTURE TIME



Page **142**



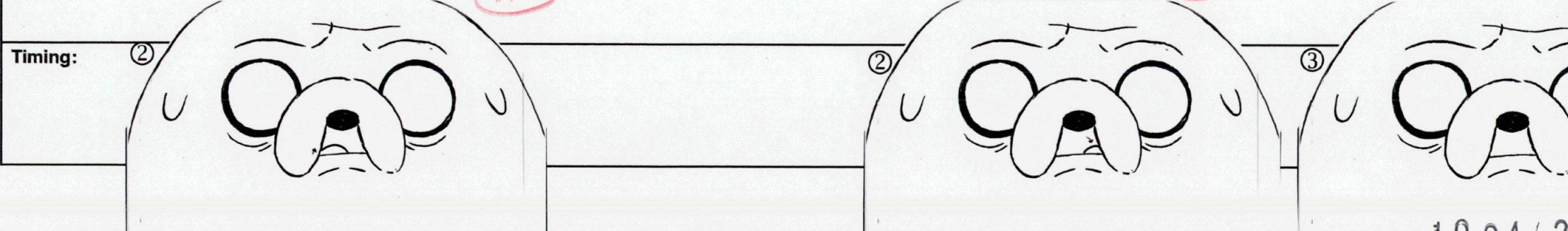
Dialog:

Sfx: * OCEAN SOUNDS *

NOV 04 2011

Action:

-J. LICKS LIPS



EPISODE # 1034-238

1034/238

1034/238

1034-238

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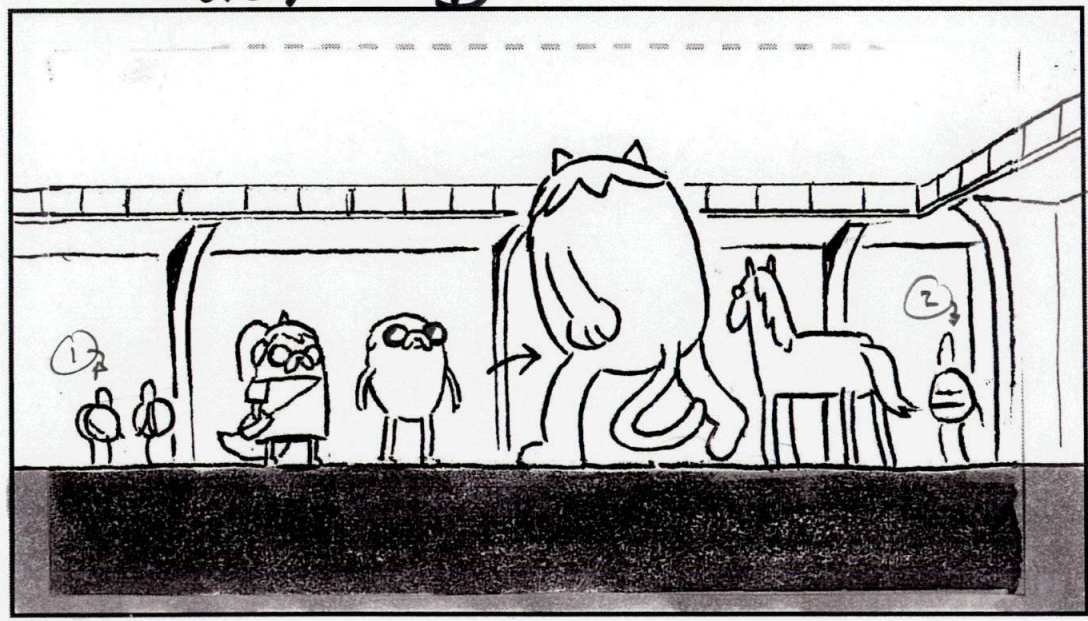
ADVENTURE TIME



Sc. 04 cont Pnl. B

Bg.

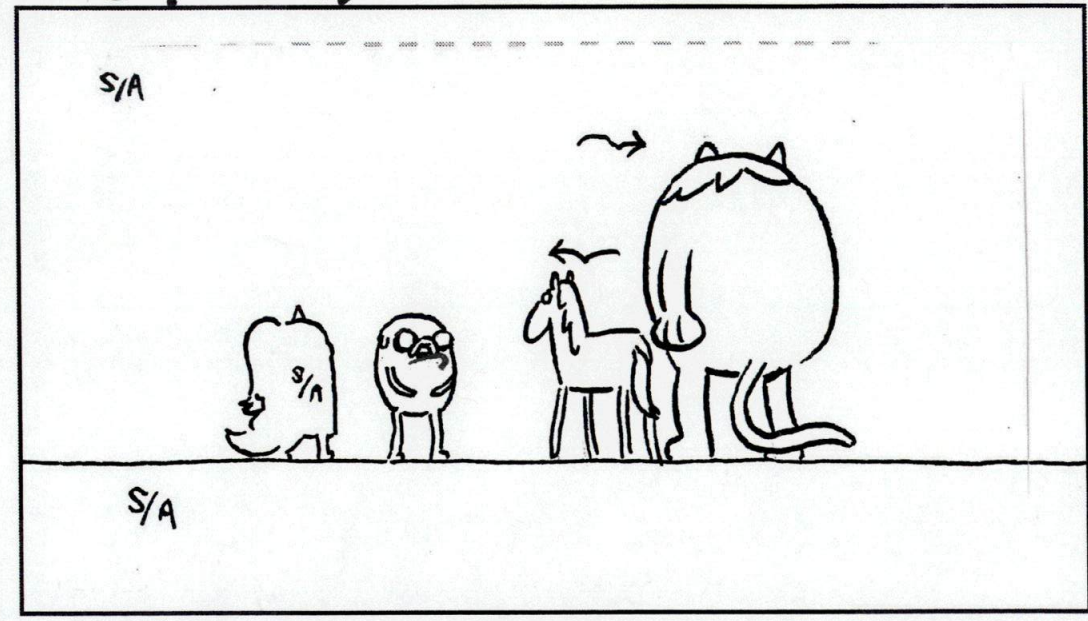
day night



Sc. 04 cont Pnl. C

Bg.

day night



Dialog:

GP: OH, UH PARDON.

MONIKER: HELLO, JAKE.

(J) (FAKE SURPRISE)

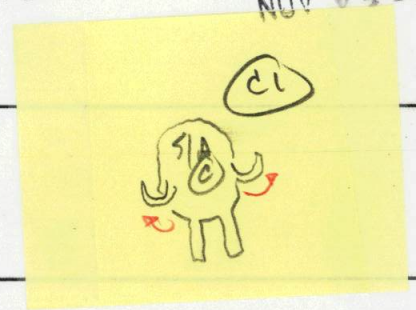
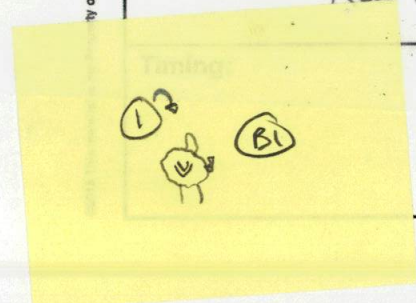
IS THAT you MONIKER! ...

Action:

- GP STEPS BACK TO MAKE ROOM FOR MONIKER.

- MONIKER WALKS FORWARD

NOV 04 2015



EPISODE # 1034-238

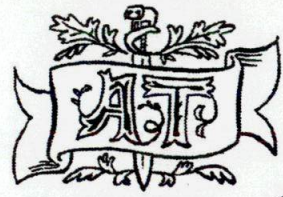
Production:

1034-238

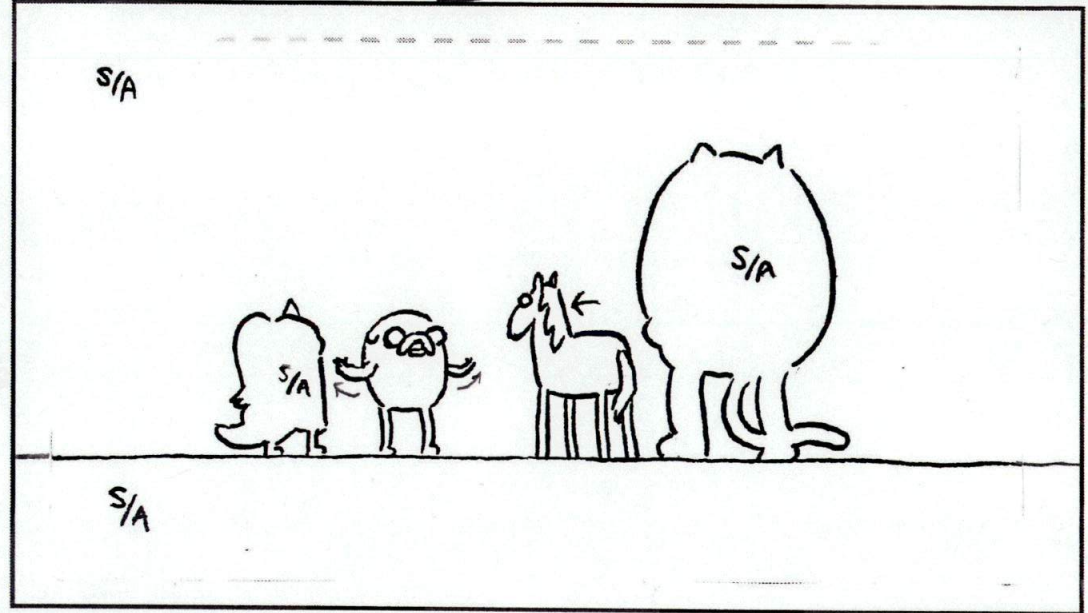
1034-238

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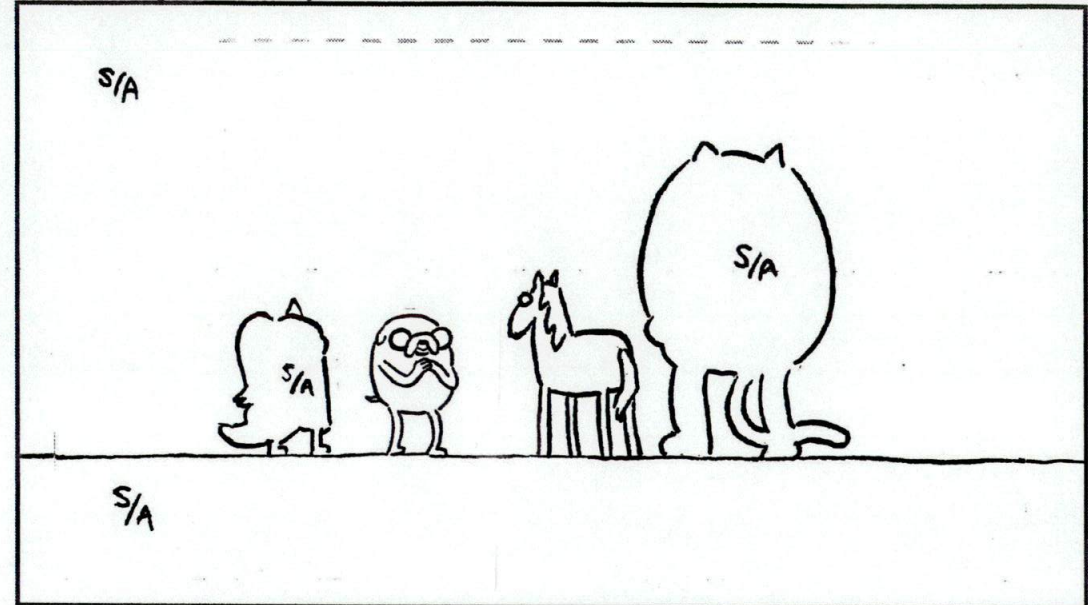
ADVENTURE TIME



Sc. 84 cont Pnl. D Bg. day night



Sc. 84 cont Pnl. E Bg. day night



Dialog:	<u>J</u> How <u>ARE</u> you!
Action:	NOV 04 2015
Timing:	

EPISODE # 1034-238

Production:

1034/238

1034/238

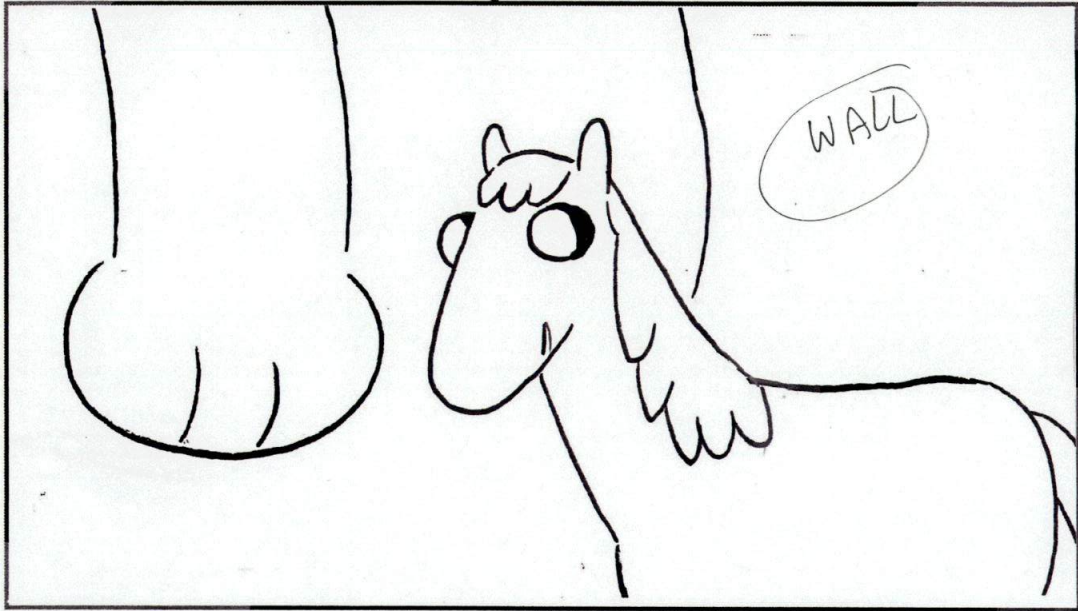
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1034/238

ADVENTURE TIME



Sc. 85 Pnl. A Bg. day night



Sc. 85 cont Pnl. B Bg. day night



Dialog:	<u>M</u> : WE'VE BEEN JUST GREA--
Action:	NOV 04 2015
Timing:	

EPISODE # 1034-238

Production:

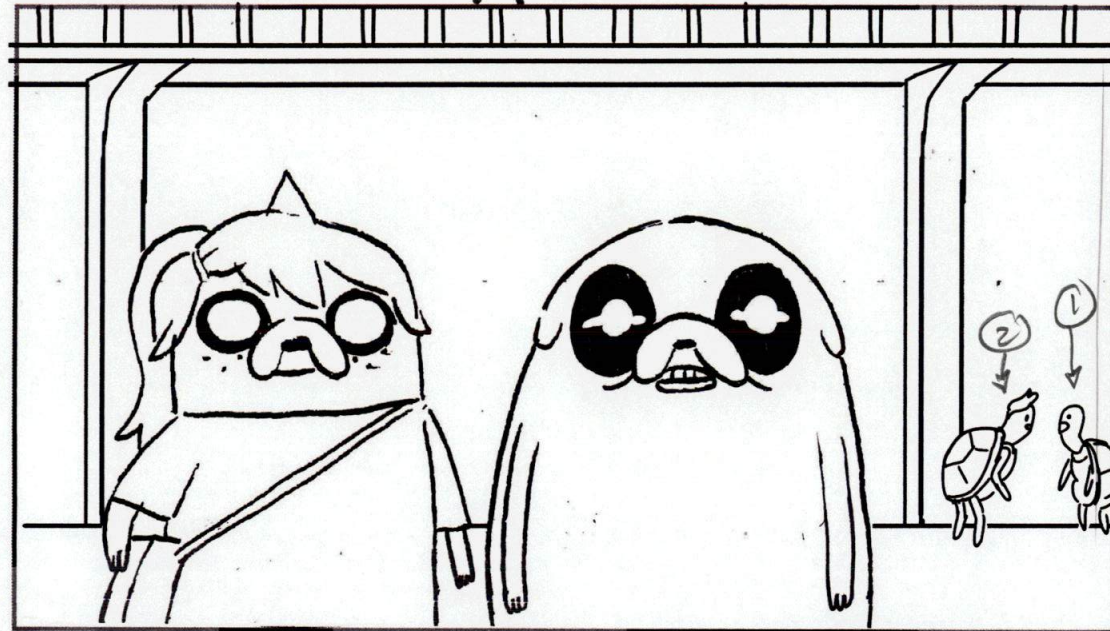
1034/238

ADVENTURE TIME

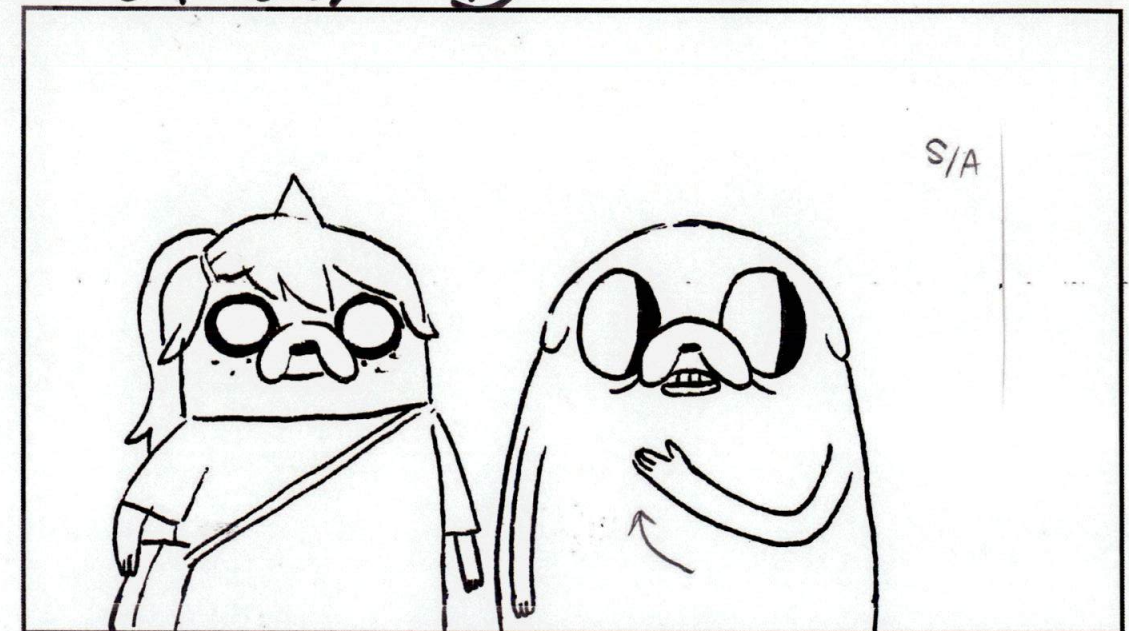


Page 147

Sc. 86 Pnl. A Bg. day night



Sc. 86 cont Pnl. B Bg. day night



<p>Dialog:</p> <p>(J) HER?</p>		<p>(J) OH, THIS MY DAUGHTER SLASH Card Wars PARTNER --</p>	
<p>Action:</p> <p>S.P.</p>		<p>- J. MOTIONS TO CHARLIE.</p> <p>NOV 0.4 2015</p>	
<p>Timing:</p>			

1034-238

EPISODE #

1034/238

Production:

1034/238

1034/238

1034/238

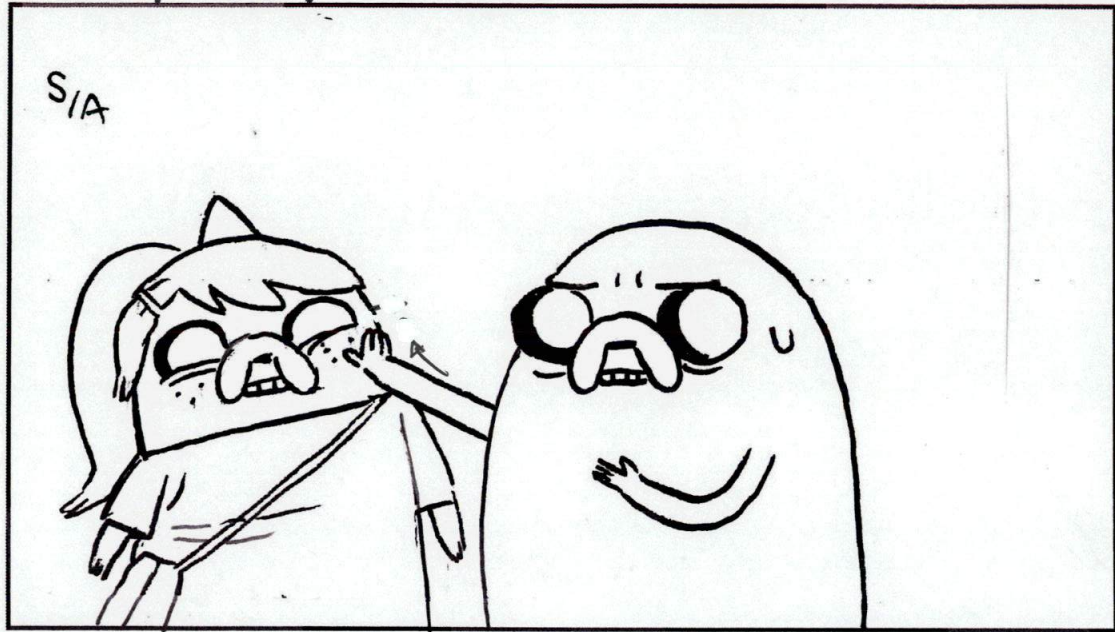
ADVENTURE TIME



Sc. **Old cont** Pnl. **C**

Bg.

day night

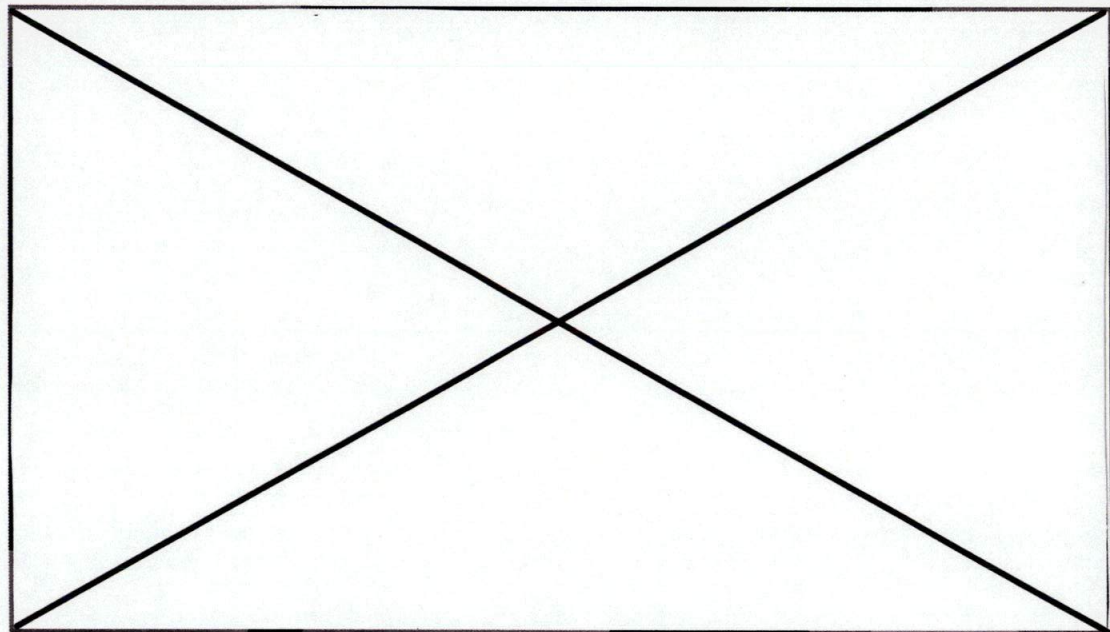


Sc.

Pnl.

Bg.

day night



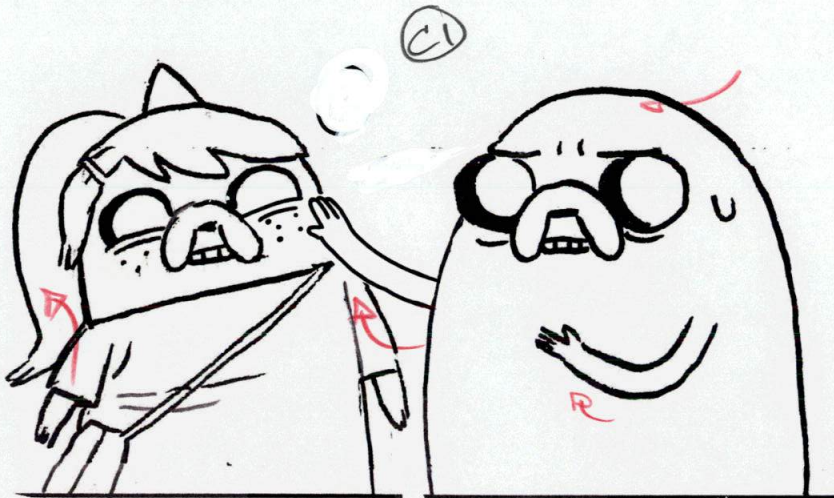
Dialog:

(J) CHARLIE!

Action:

-J. PETS CHARLIE'S
FACE AWKWARDLY.
(SQUISHES HER CHEEK)

Timing:



NOV 04 2015

EPISODE # **1034-238**

Production:

1034/238

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1034/238

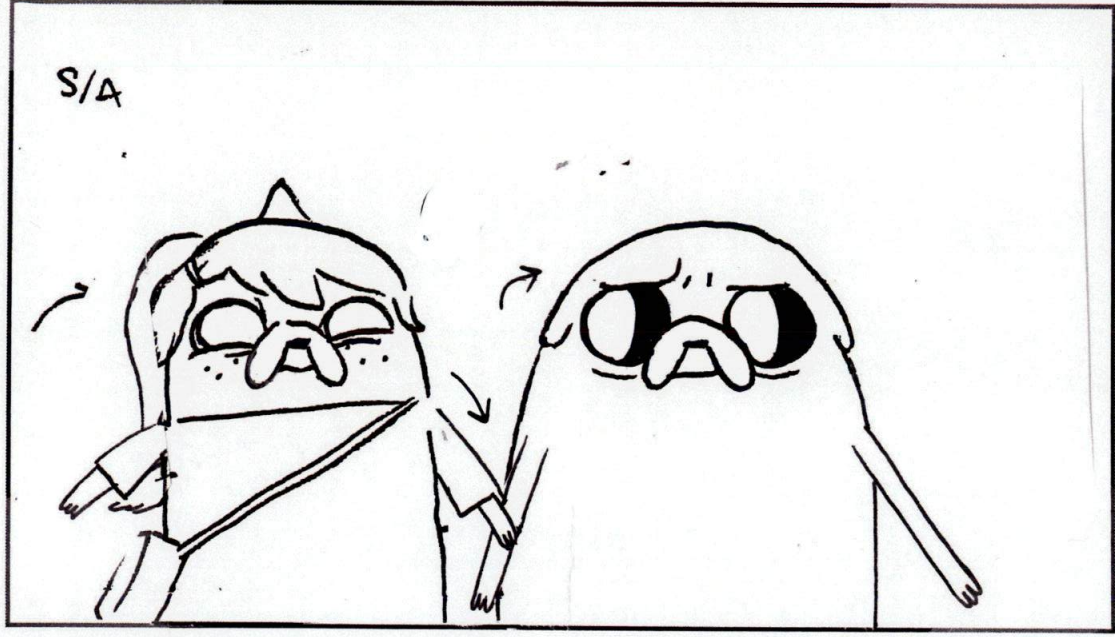
ADVENTURE TIME



Sc. Old cont Pnl. D

Bg.

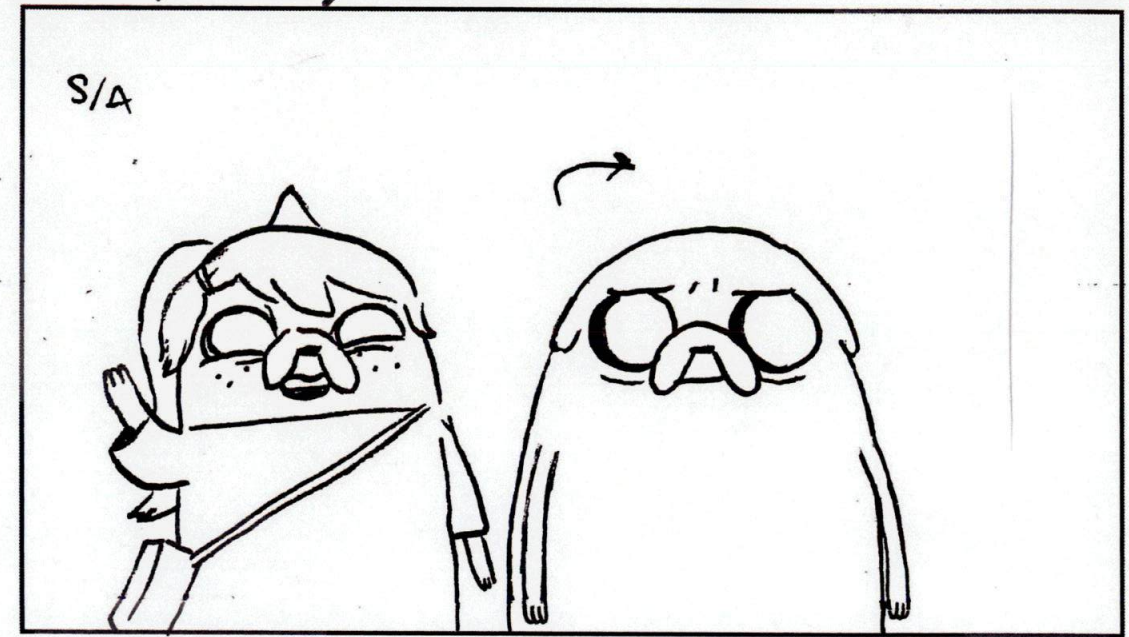
day night



Sc. Old cont Pnl. E

Bg.

day night

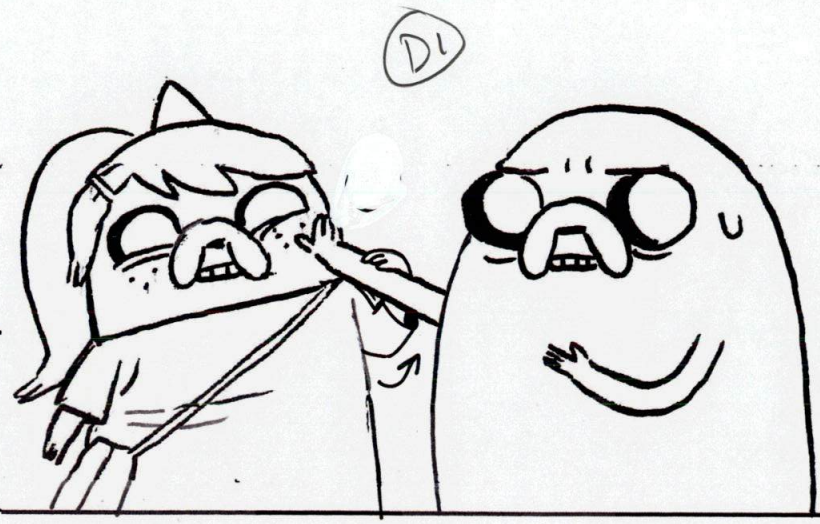


Dialog:

Action:

- C. CALMLY LOWERS
JAKE'S HAND.

Timing:



LIE! SUP.

NOV 04 2015

EPISODE #

Production:

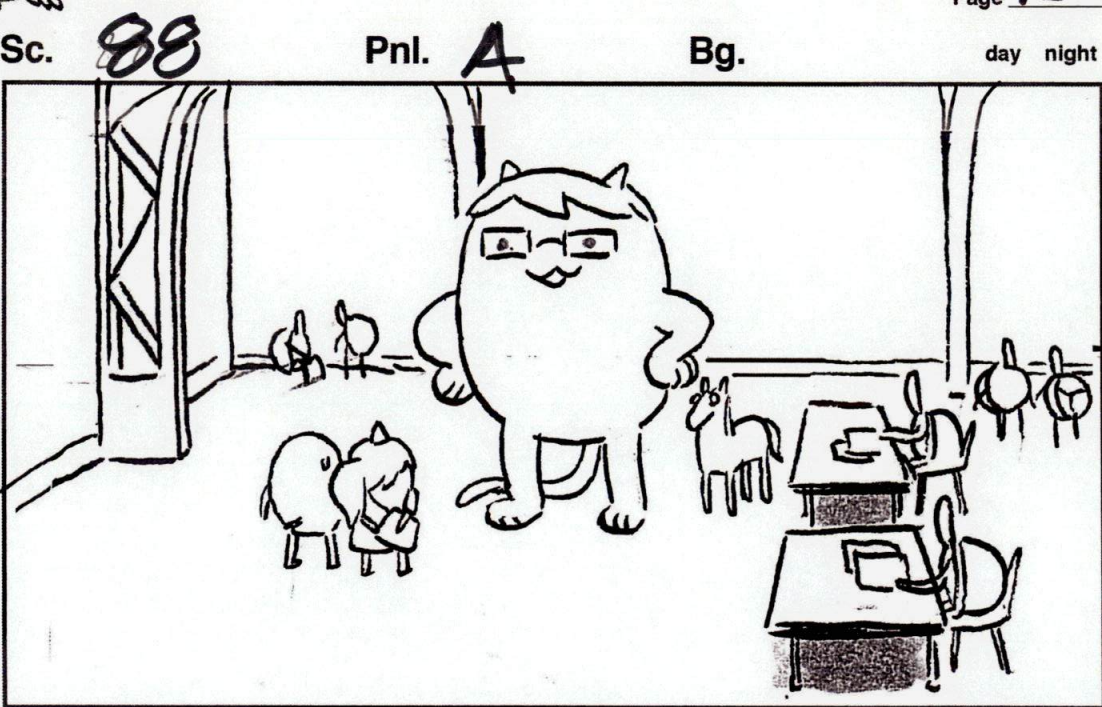
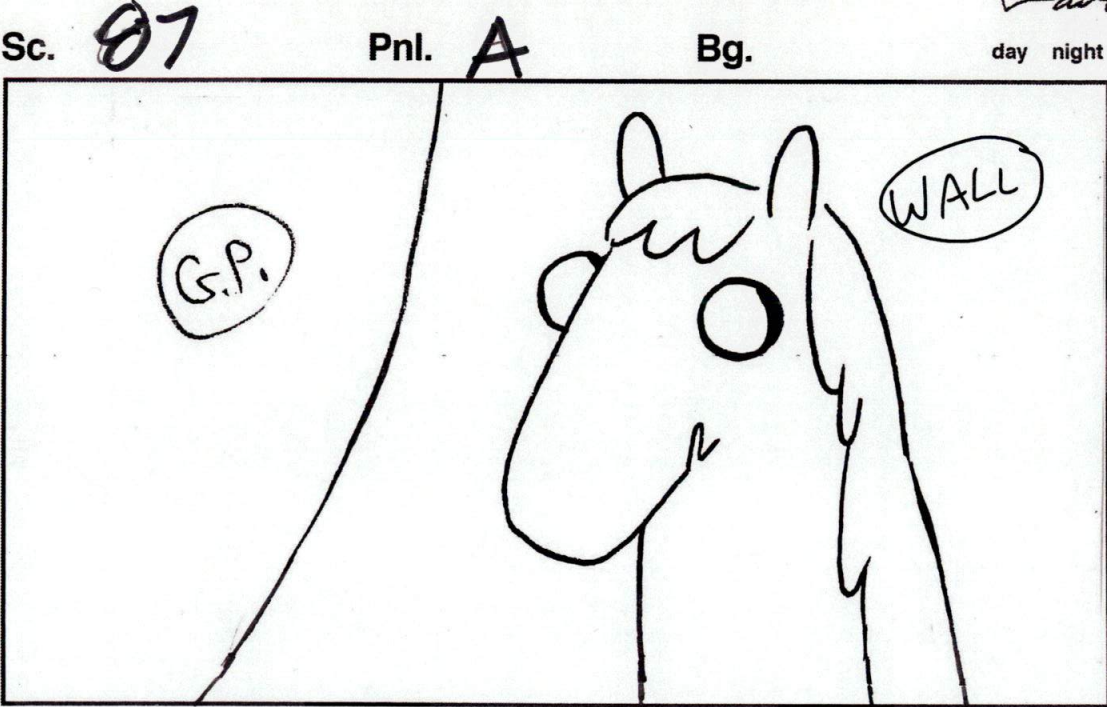
1034-238

1034/238

1034/238

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ADVENTURE TIME



Dialog:

(M) (GENUINE) THAT'S FANTASTIC, JAKE ... (GP) Well SHE'S A CHIP OFF THE OL' BLOCK I BET...
You always wanted kids

Action:

Timing:

NOV 04 2015

EPISODE # 1034-238

EPISODE #

Production:

1034/238

ADVENTURE TIME

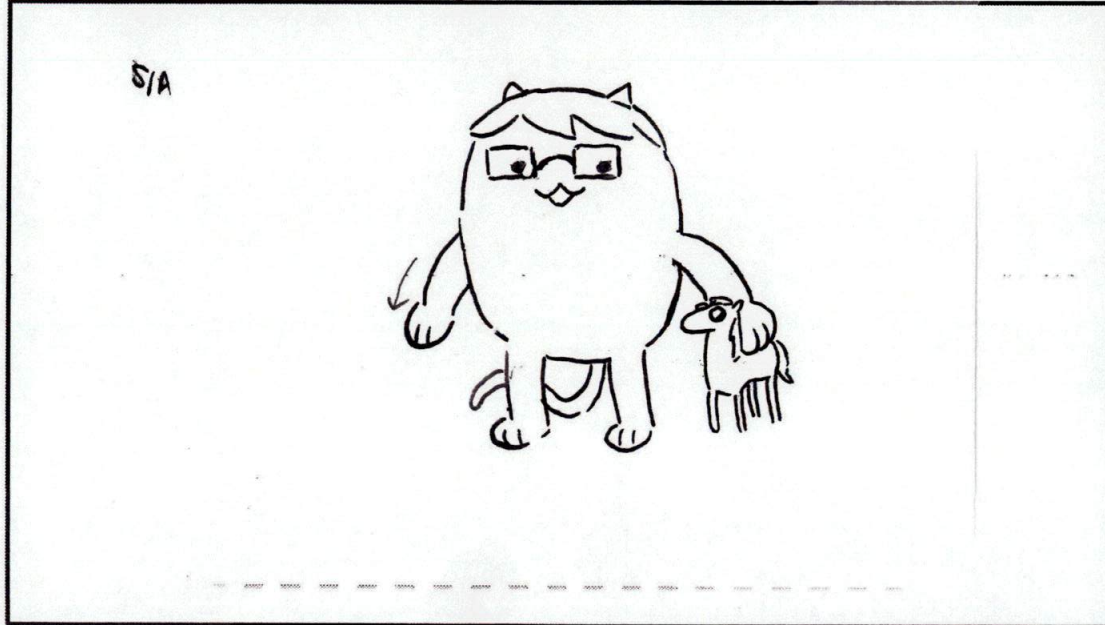


Page 151

Sc. 88 cont Pnl. B

Bg.

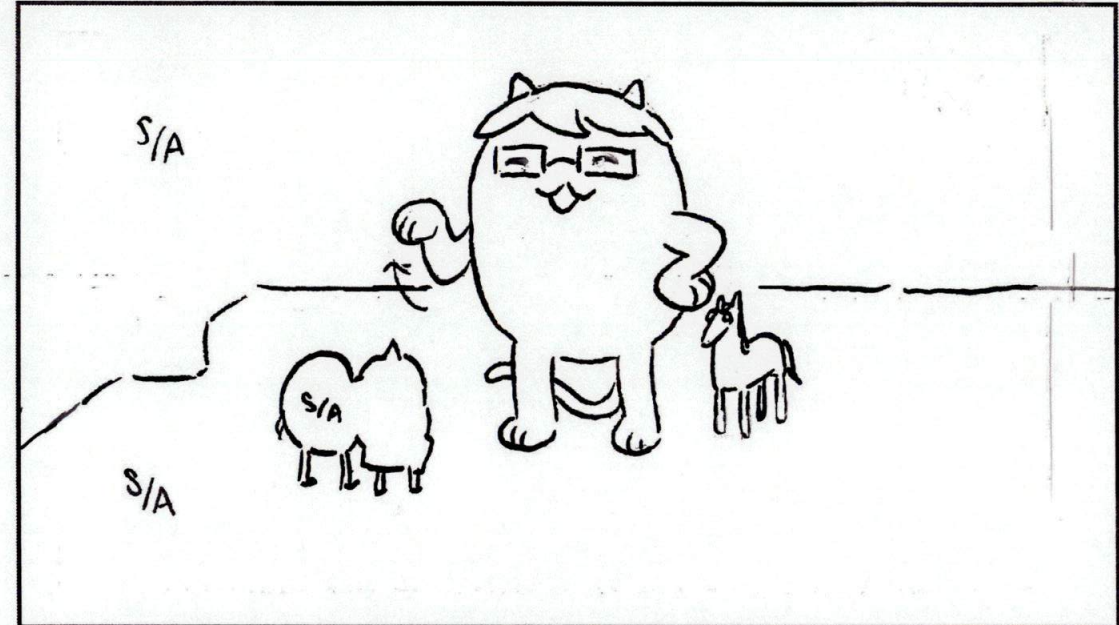
day night



Sc. 88 cont Pnl. C

Bg.

day night



1034-238

EPISODE #

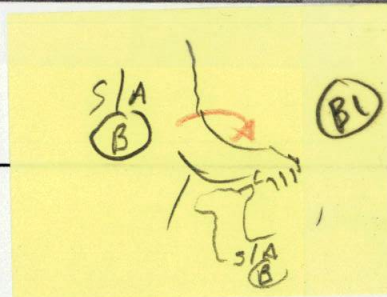
1034/238

Dialog:

GP: US, WE'RE RUNNING THE
LOCAL AFTER-SCHOOL C.W. PROGRAM.

GP: JUST LIKE WHERE
YOU AND ME FIRST MET...
AND MONIKER, OF COURSE

Action:



Timing:



NOV 04 2015

Production:

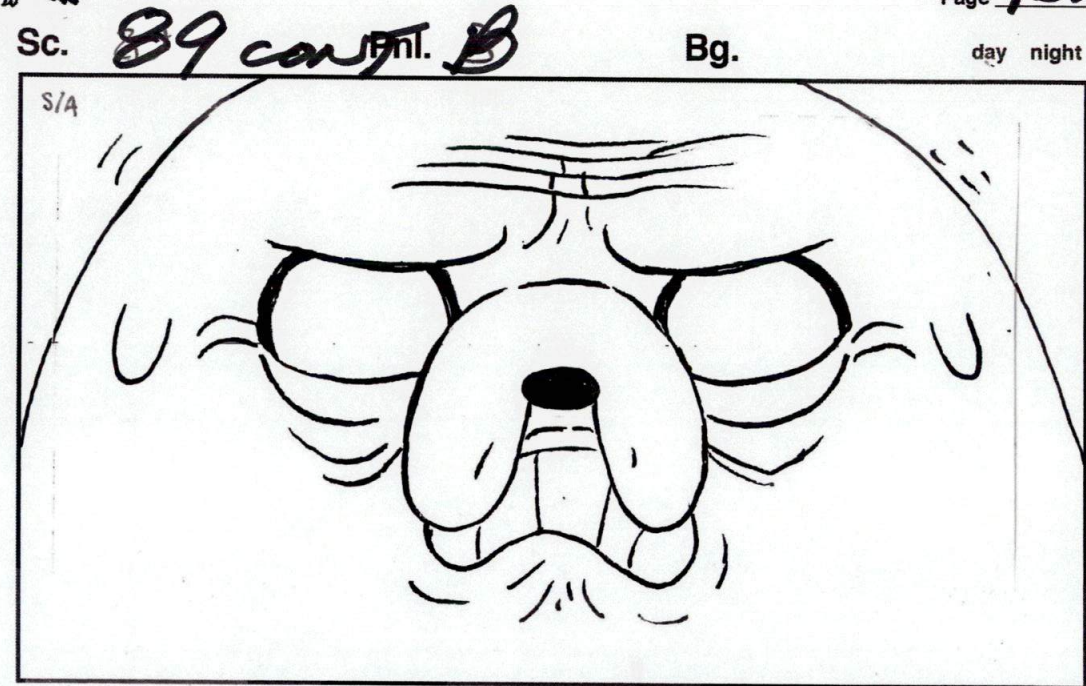
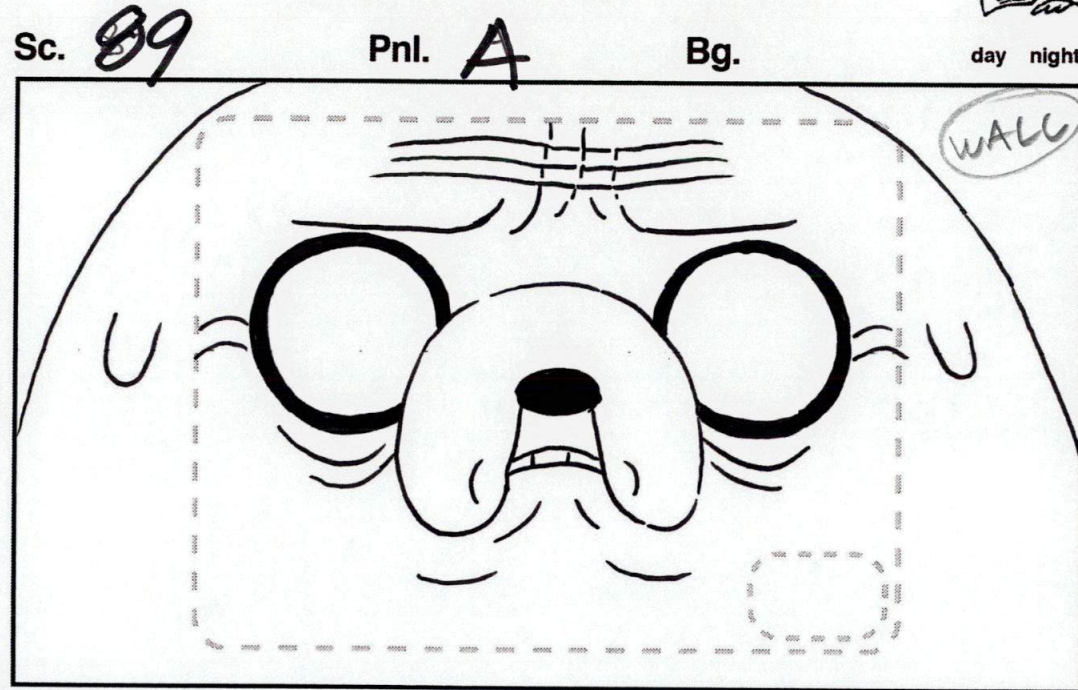
1034/238

1034/238

ADVENTURE TIME



Page 152



Dialog:	(GP) (0/5) Most days we're busy running the screenprinting shop	(GP) (0/5) BUT WE STILL MAKE TIME FOR THE TOURNEY.
Action:	- J. STARTS VIBRATING IN ANGER.	
Timing:	NOV 04 2015	

EPISODE #

Production:

1034-238

1034/238

1034/238

1034/238

ADVENTURE TIME

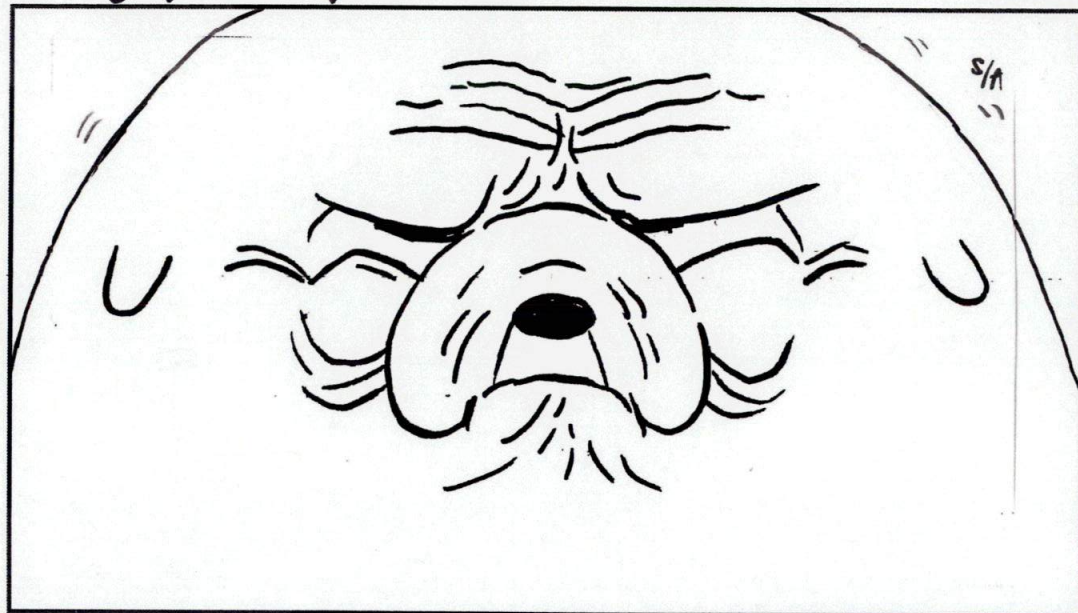


Page 153

Sc. 89 cont Pnl. C

Bg.

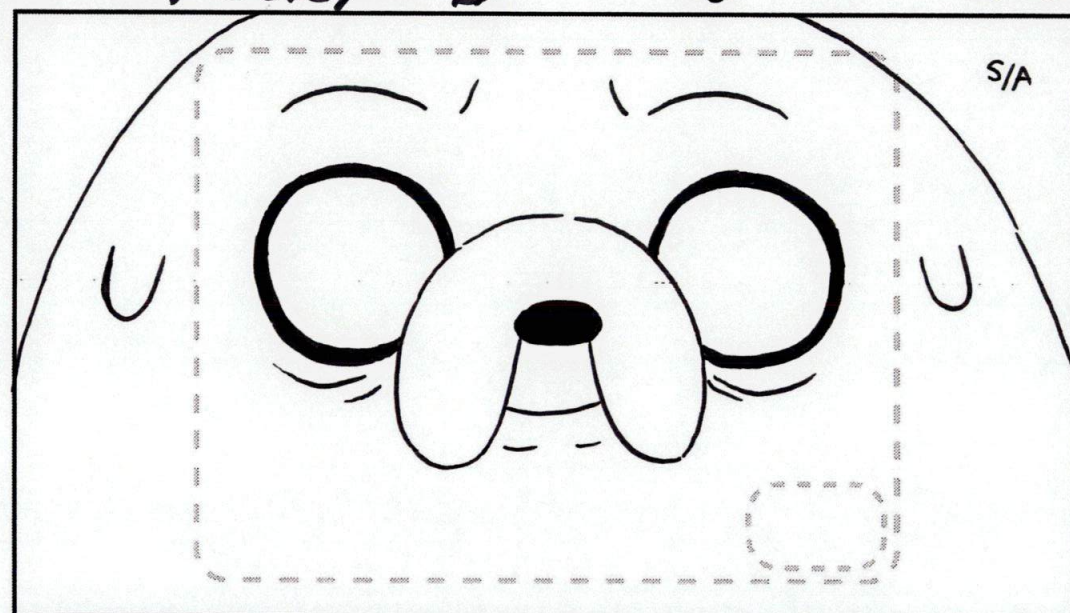
day night



Sc. 89 cont Pnl. D

Bg.

day night



Dialog:

(GP) (0/5) JUST FOR FUN Y'KNOW...

Action:

-J. CLENCHES HIS FACE.

-J. CALMS DOWN.

NOV 04 2015

Timing:

EPISODE # 1034-238

Production:

1034/238

1034/238A

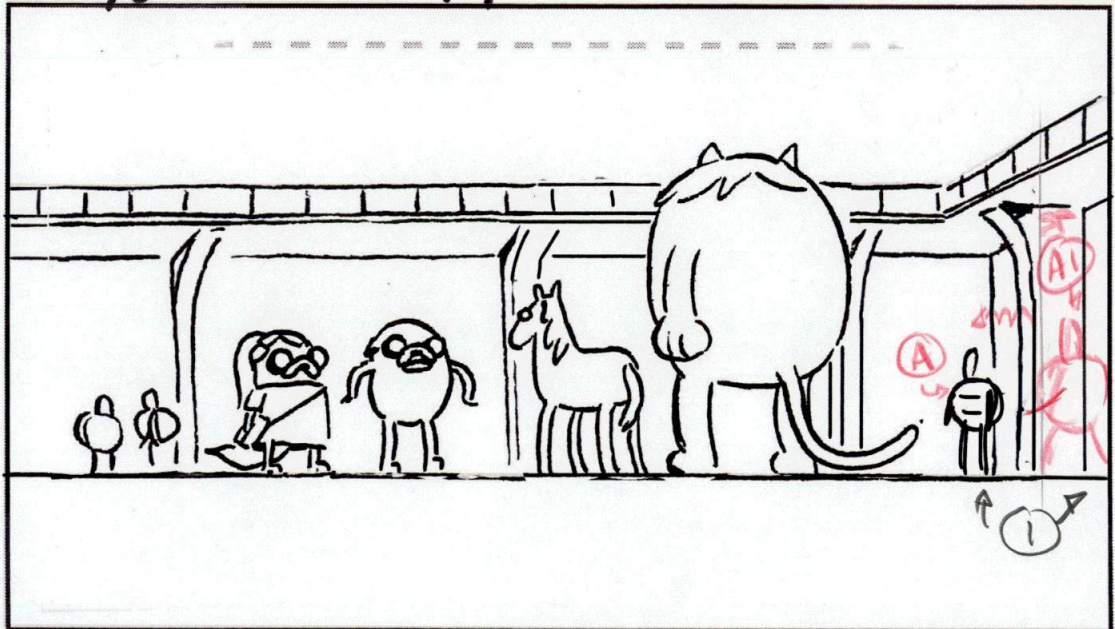
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1034/238

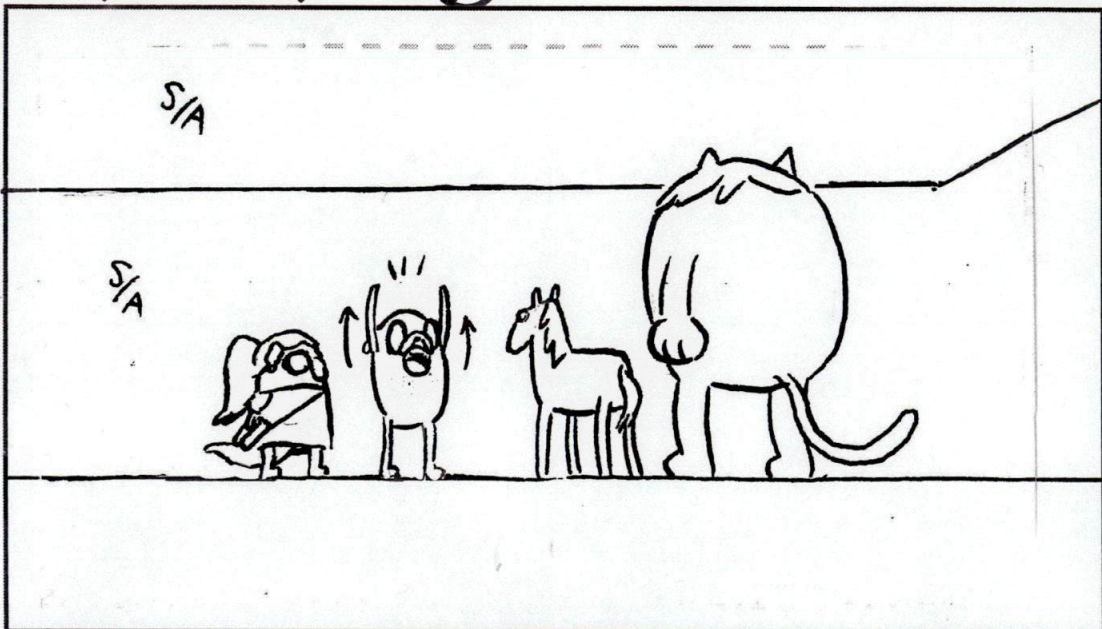
ADVENTURE TIME

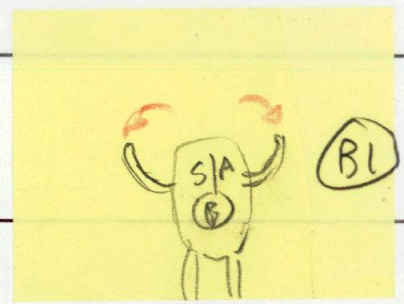


Sc. 90 Pnl. A Bg. day night



Sc. 90 cont Pnl. B Bg. day night



Dialog:	J: YES!	J: WE'RE <u>ALL</u> HERE TO HAVE FUN!!
Action:		
Timing:	NOV 04 2015	

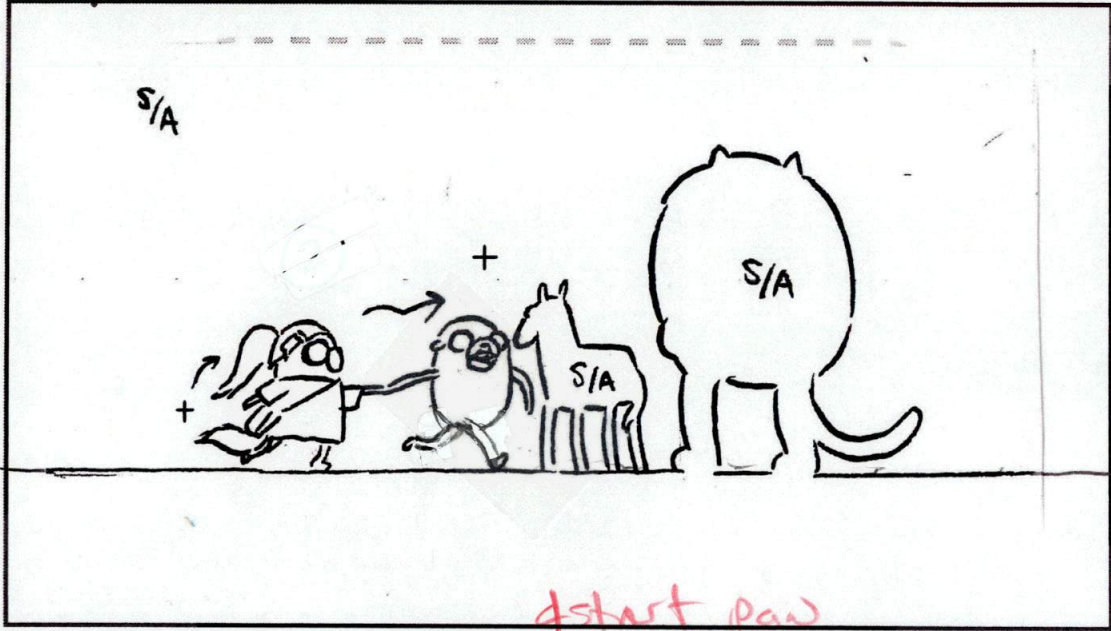
EPISODE # 1034-238
1034/238
Production:

1034/238

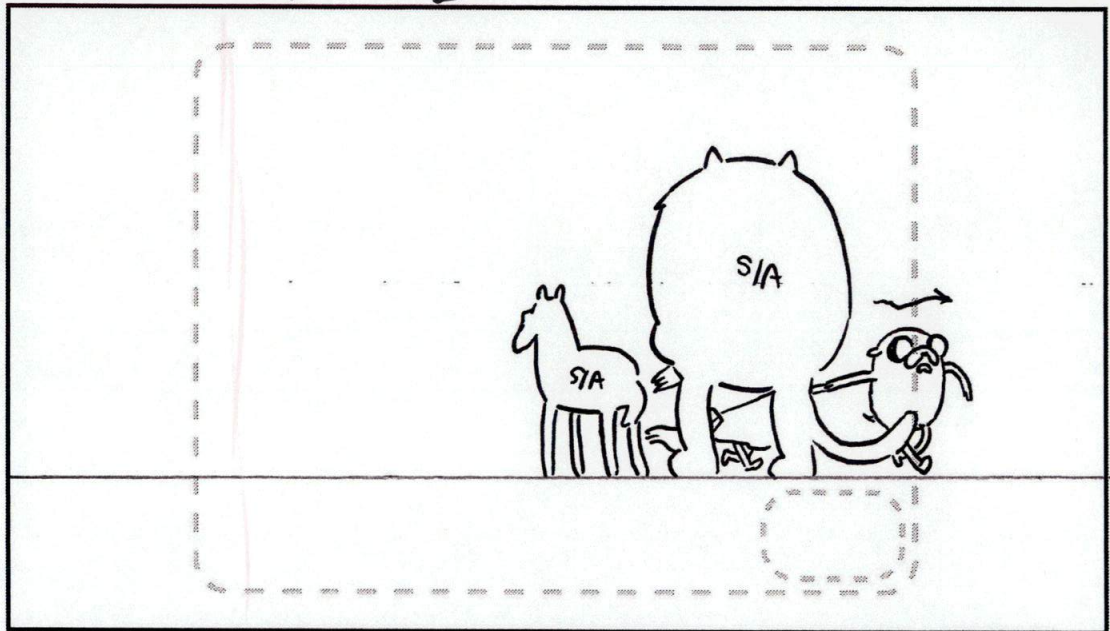
ADVENTURE TIME



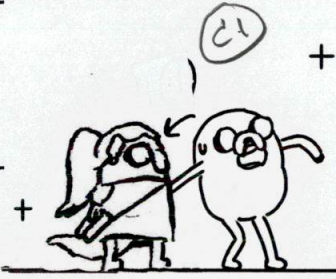
Sc. *90 CONT* Pnl. *C* Bg. day night



Sc. *90 CONT* Pnl. *D* Bg. day night



Dialog:	
① WELL, GOTTA SIGN IN ...	① COME, CHARLIE.
Action:	
-J. GRABS CHARLIE'S HAND	-JAKE RUNS PAST G.P.
Timing:	



Page *155*
155A NEXT

EPISODE # 1034-238

1034/238

Production:

1034/238

ADVENTURE TIME



Sc.

90 cent

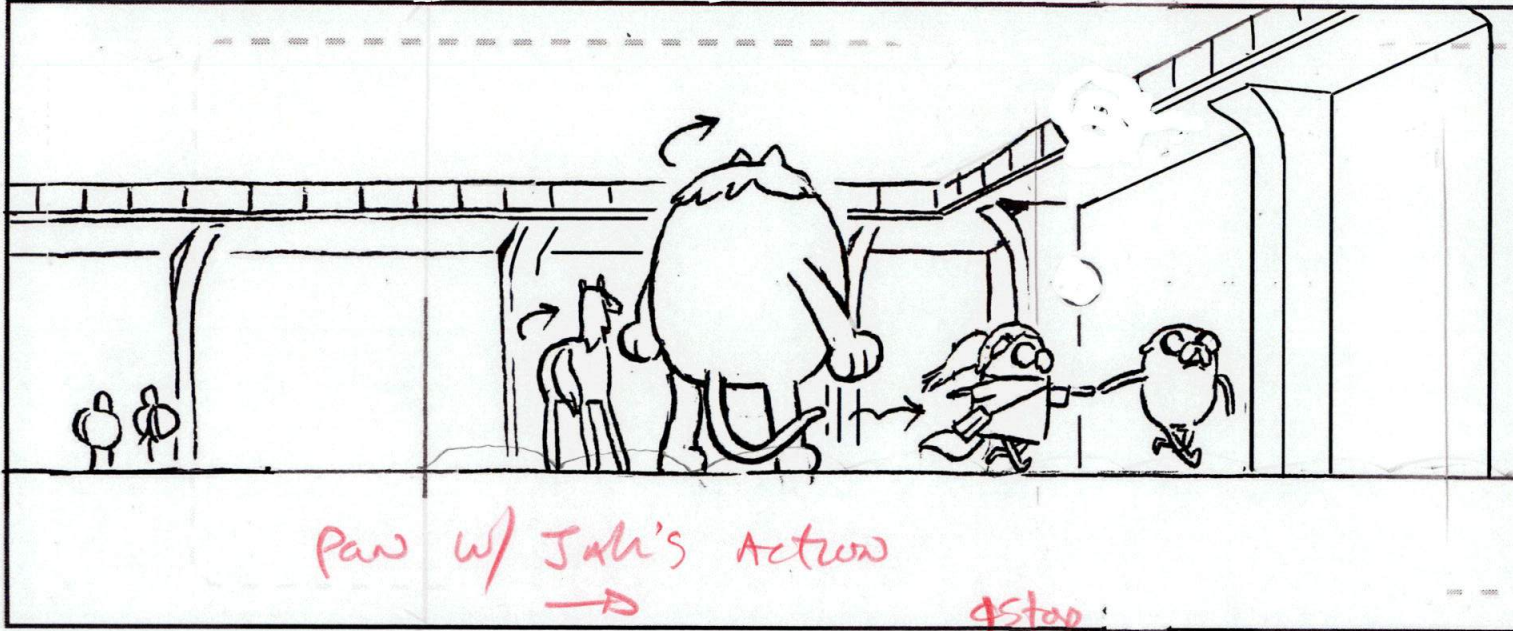


day night

Sc.

Page

155A
156 NEXT



Dialog:

GP:

NICE MEETING YOU.



Action:

-PAN w/ JAKE + CHARLIE.



Timing:

EPISODE #

1034-238

1034/238

Production:

NOV 04 2013

1034/238

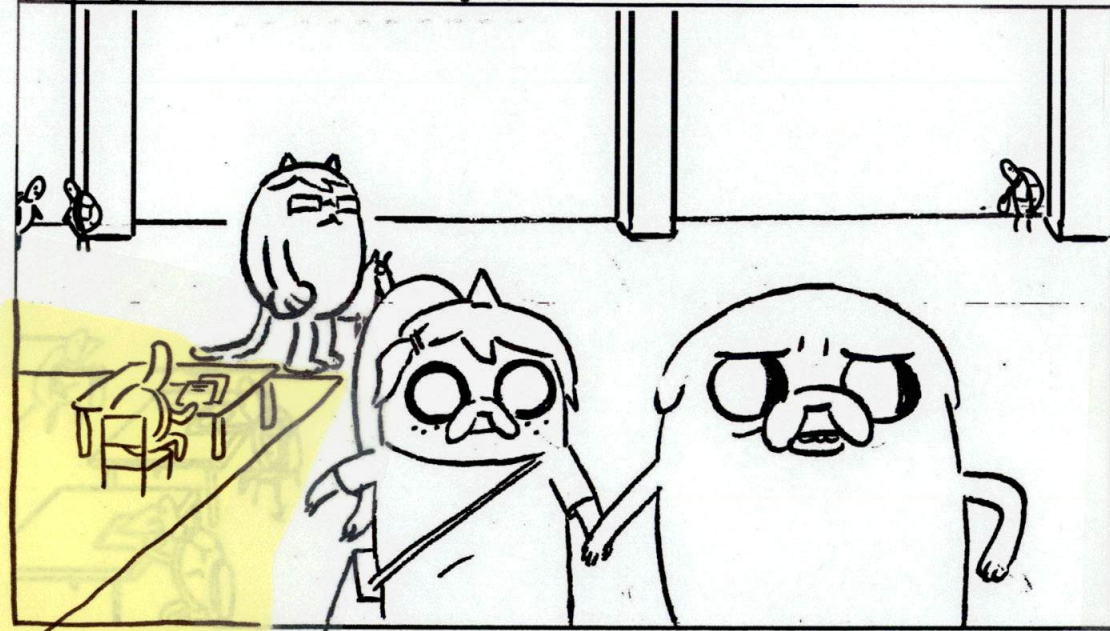
1034/238

ADVENTURE TIME

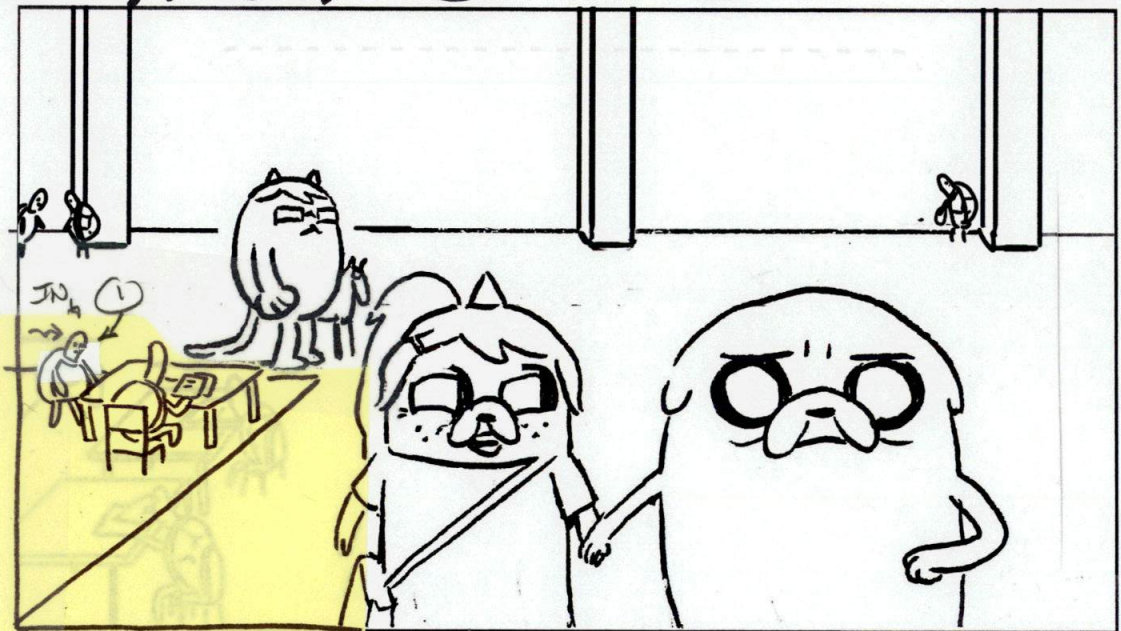


Page 156

Sc. 91 Pnl. A Bg. day night



Sc. 91 cont Pnl. B Bg. day night



Dialog. Talk of Charlie

Distance
Chorus
G.P.
MON & BG

Action: Bi - PAC SET UP

(C) HA, THAT'S YOUR EX, HUH?

- C. LOOKS BACK AT GRAND PRIX.

Timing: NOV 04 2015

EPISODE # 1034-238

11034/238

Production :

1034/238

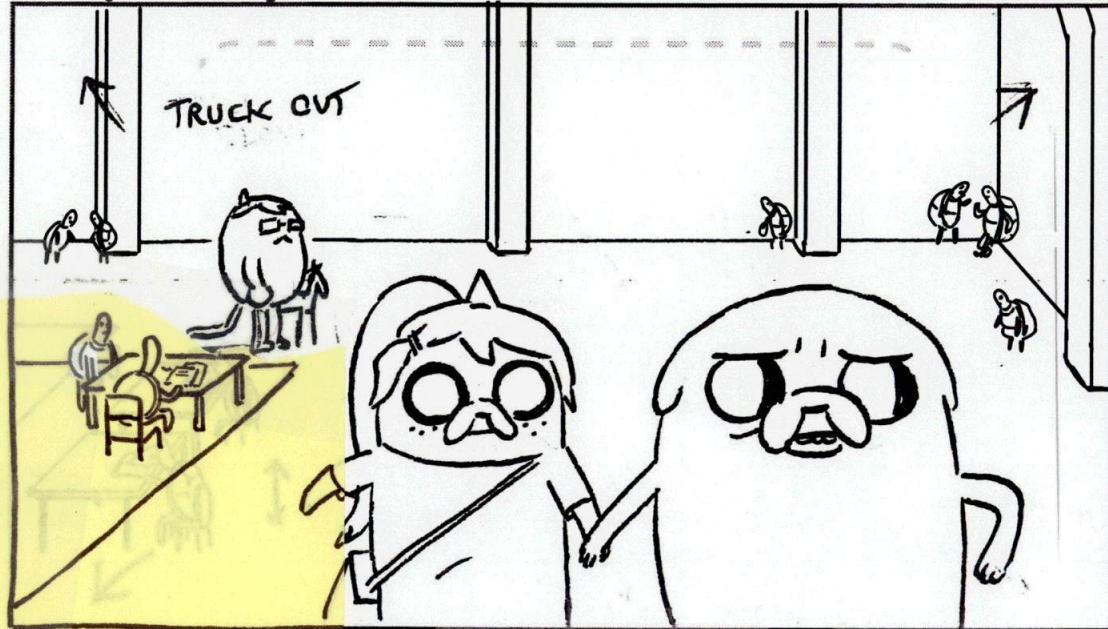
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ADVENTURE TIME

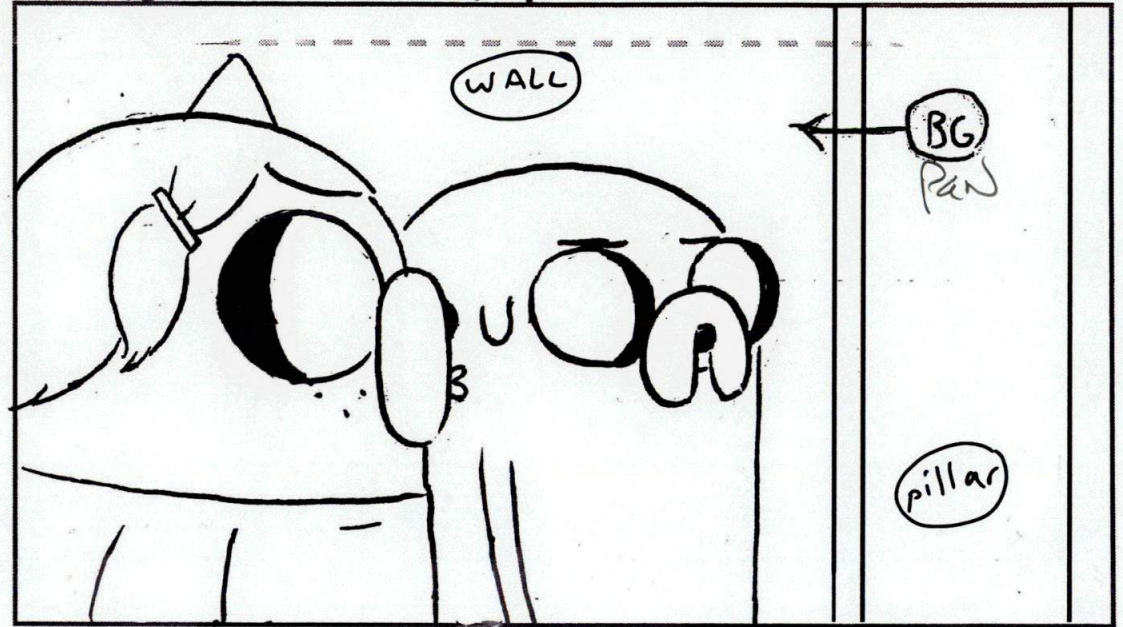


Page **157**

Sc. **91 cont** Pnl. **C** Bg. day night



Sc. **92** Pnl. **A** Bg. day night



① WHAT ?

② NOTHIN ...

Action:

NOV 04 2015

Timing:

EPISODE # 1034-238

1034/238

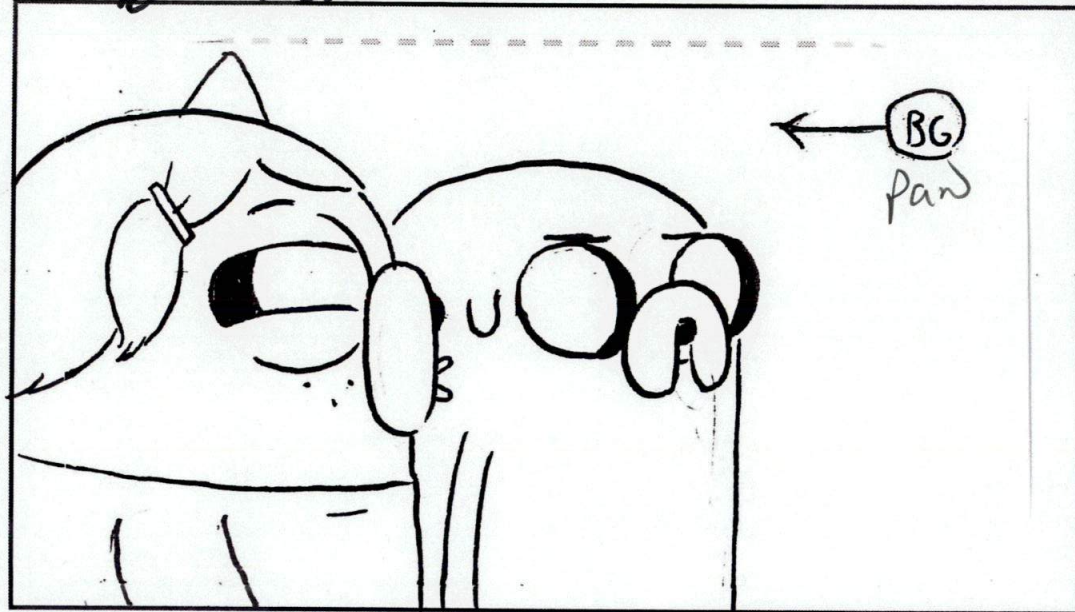
Production:

ADVENTURE TIME

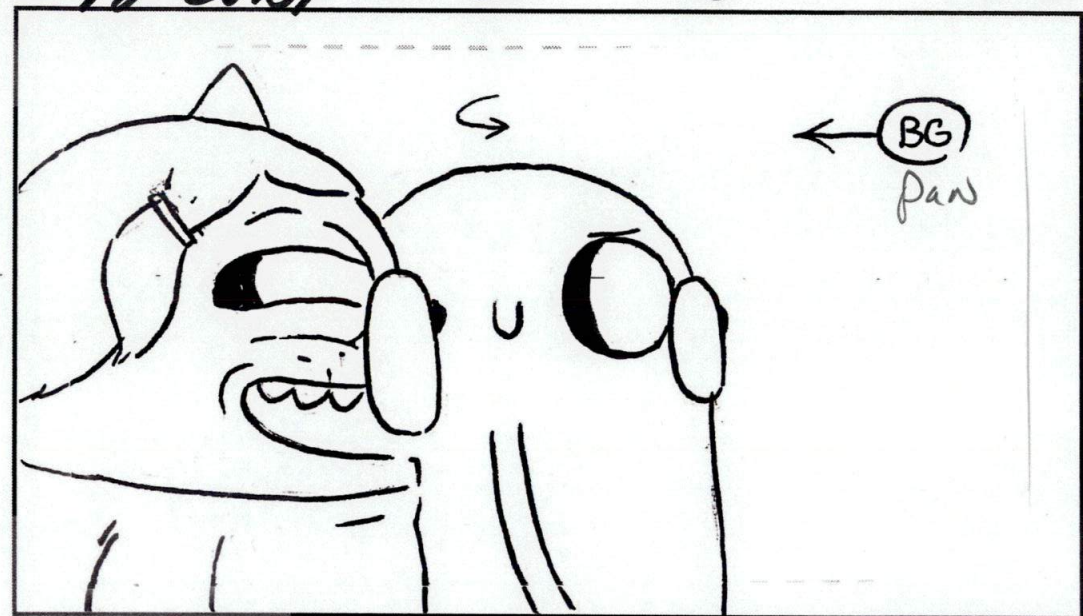


Page 158

Sc. 92 cont Pnl. B Bg. day night



Sc. 92 cont Pnl. C Bg. day night



Dialog:

© YOU'VE DEFINITELY GOT A TYPE...

© HAW HAW HAW!

Action:

NOV 04 2015

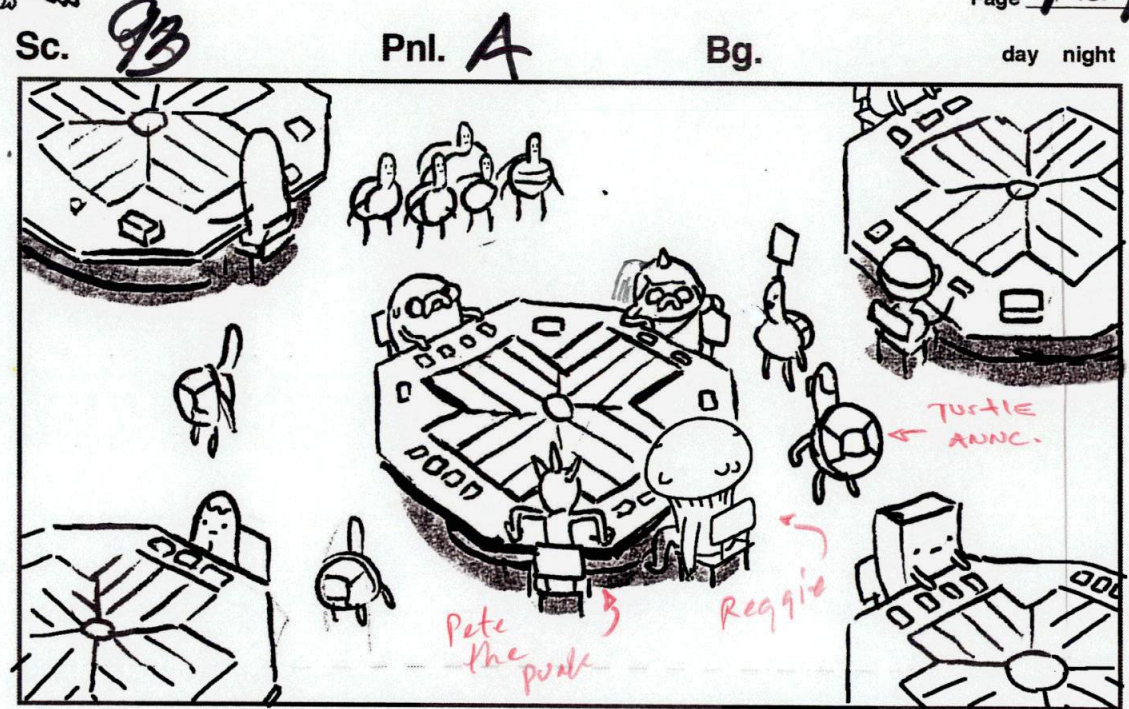
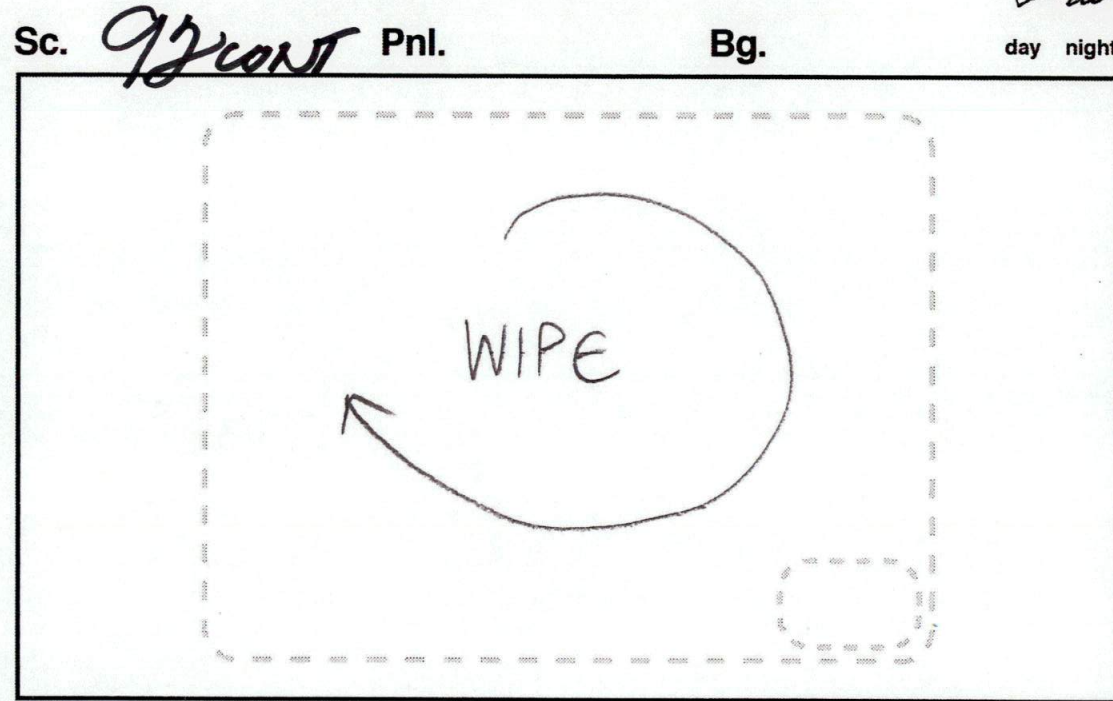
Timing:

EPISODE # 1034-238

Production:

1034/238

ADVENTURE TIME



Dialog:

TURTLE ANNOUNCER (VU) ROUND ONE!

Action:

- JAKE, CHARLIE, PETE THE PUNK, AND REGGIE ARE SEATED AT GAME TABLE, NOV 04 2015

Timing:

ADVENTURE TIME



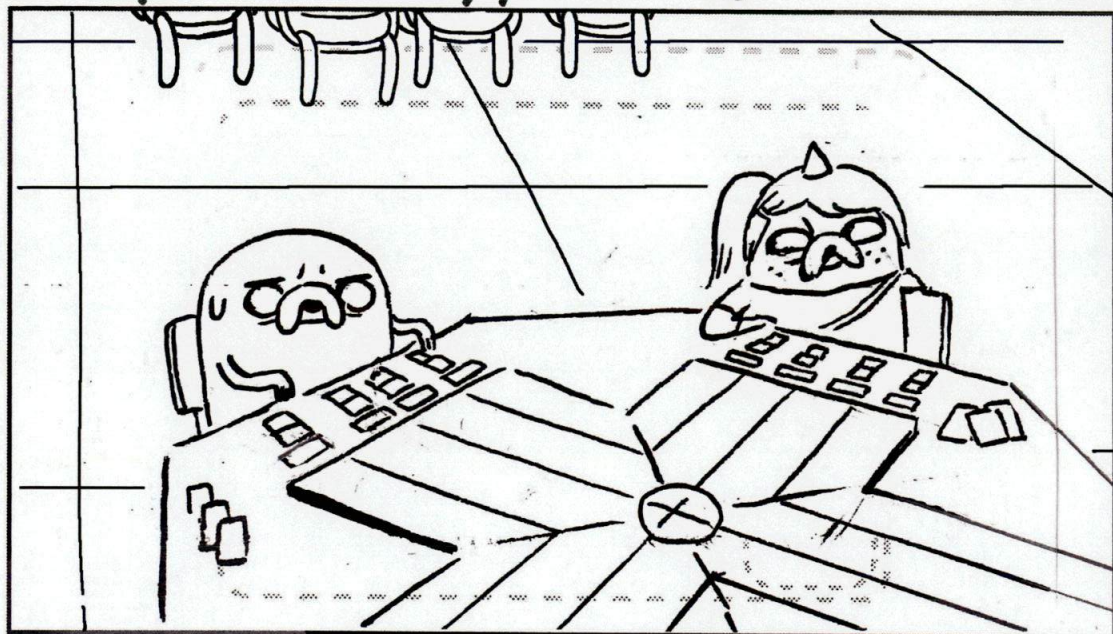
Page 160

Sc. 94

Pnl. A

Bg.

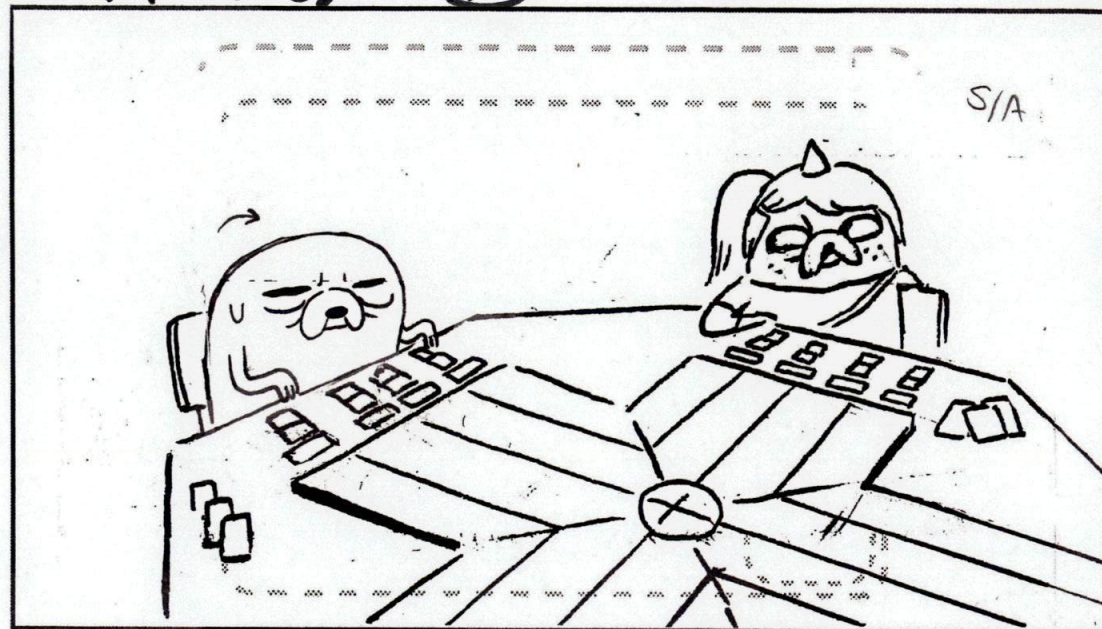
day night



Sc. 94 CONT Pnl. B

Bg.

day night



Dialog:

TA: ^(VO) JAKE AND CHARLIE--

T.A. ^(VO) AKA "TEAM DIGNIFIED"

Action:

-JAKE NODS IN APPROVAL.

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

Production:

1034/238

ADVENTURE TIME



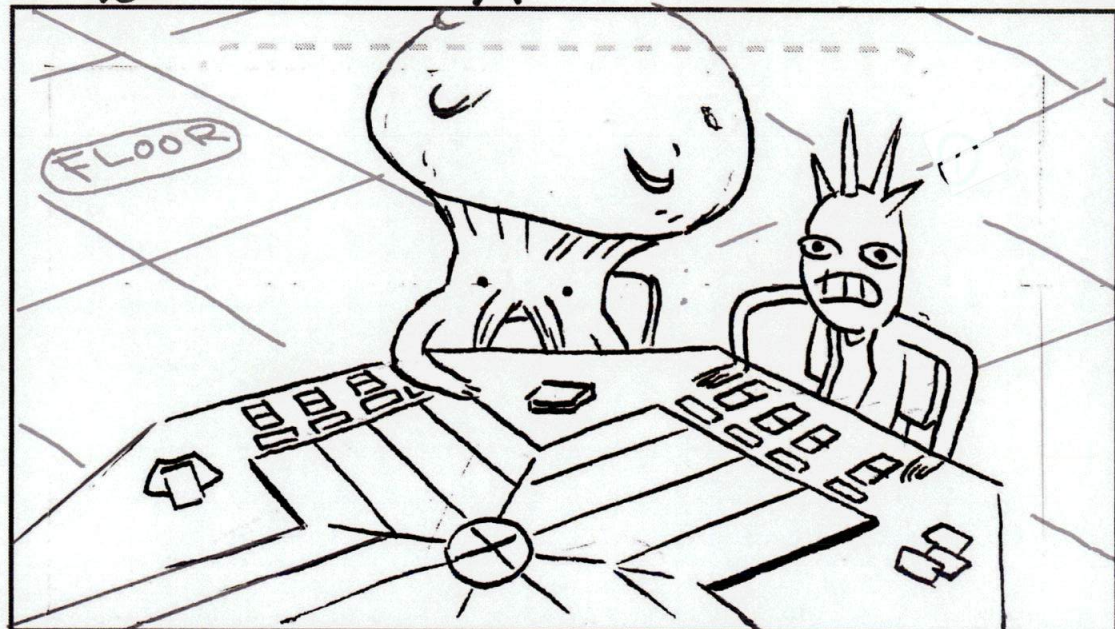
P. 161

Sc. 95

Pnl. A

Bg.

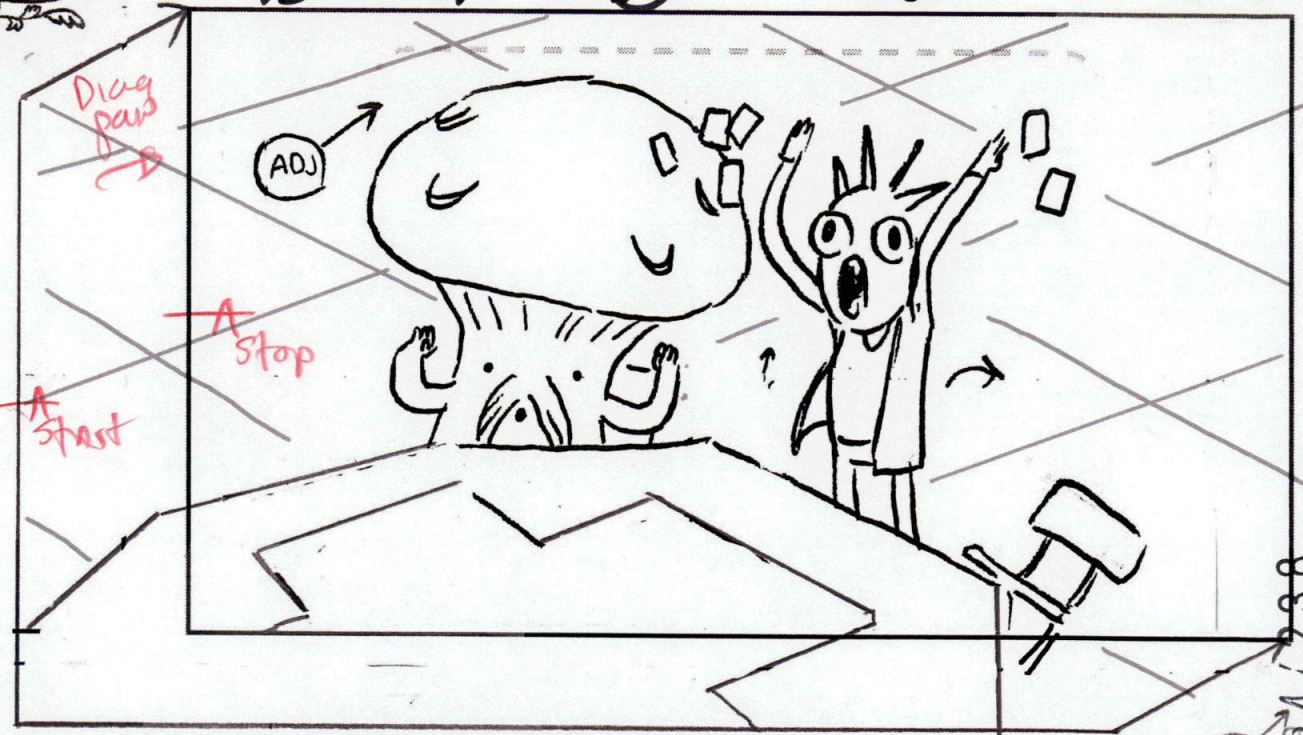
day night



Sc. 95 CONT Pnl. B

Bg.

day night



Dialog:

TA: (VDS) VERSUS REGGIE AND PETE THE PUNK.

(AI)

PETE THE PUNK: BLABLA BLABLA!!

REGGIE: OHHHHHH

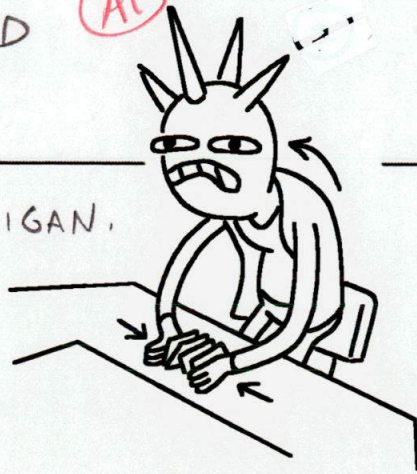
Action:

- MUSHROOM GUY AND GRASS HOOLIGAN.

- PP TOSSES CARDS. ADJ W/ ACTION.
- REGGIE RAISES THE ROOF.

Timing:

NOV 04 2015



Production:

1034-238

1034/238

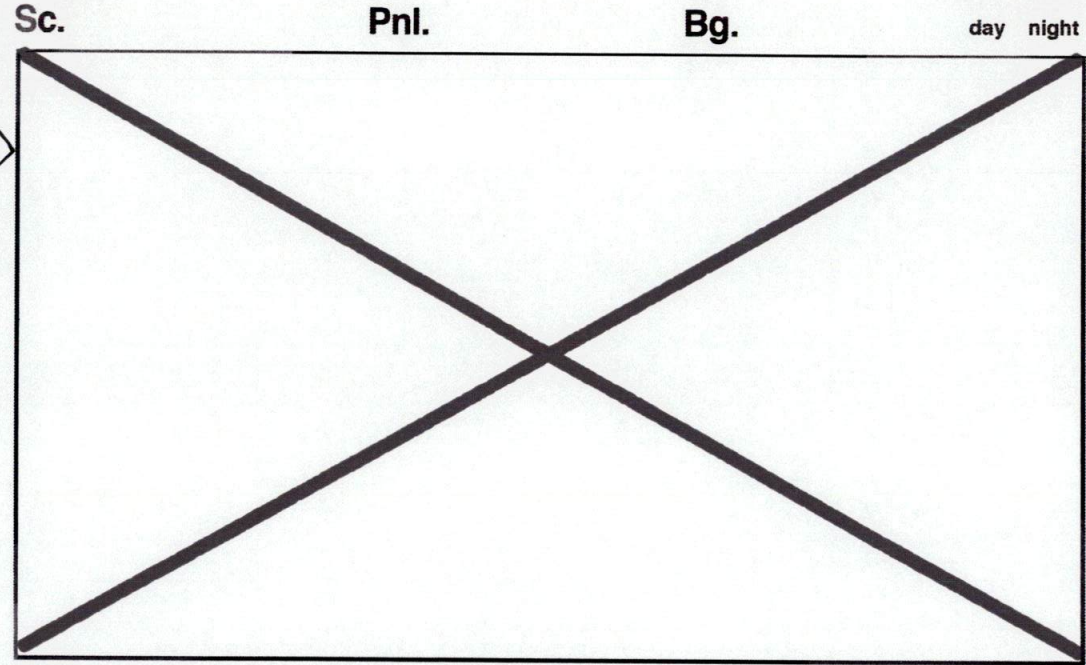
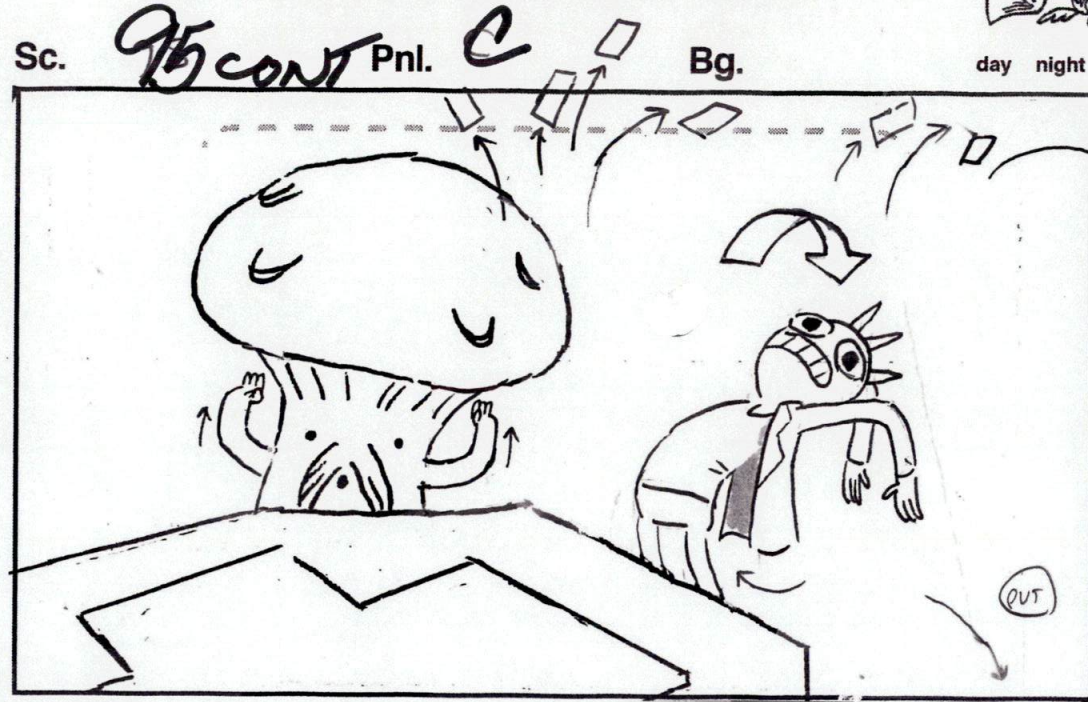
1034/238

1034/238

ADVENTURE TIME



Page **162**



Dialog:	
Action:	
Timing:	

NOV 04 2015

EPISODE # 1034-238

Production:

1034/238

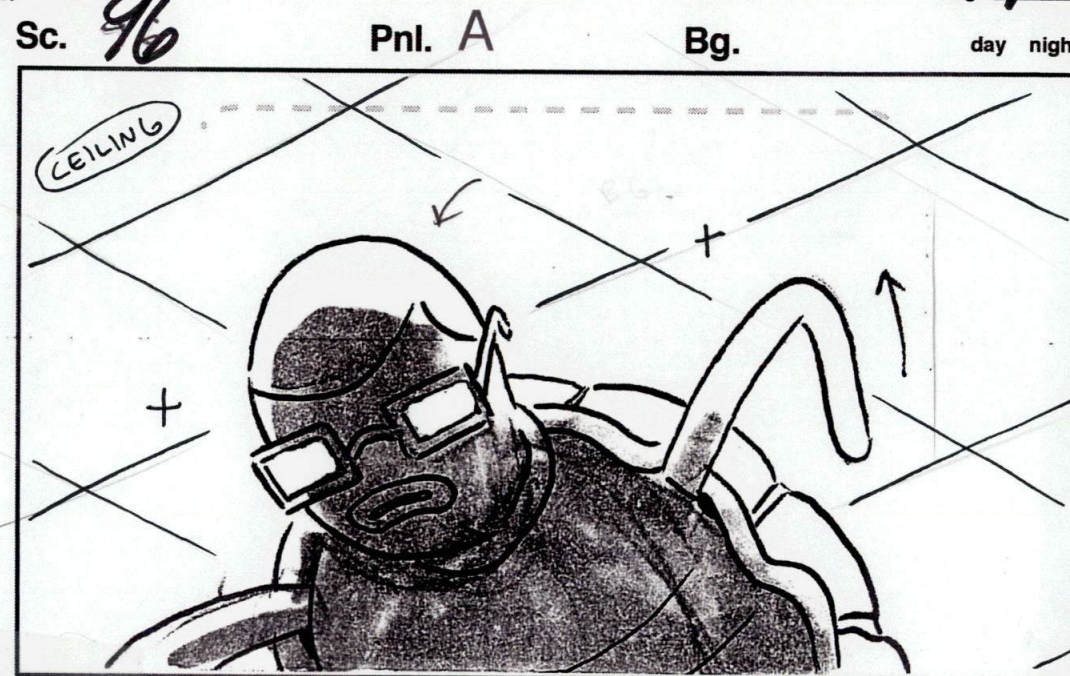
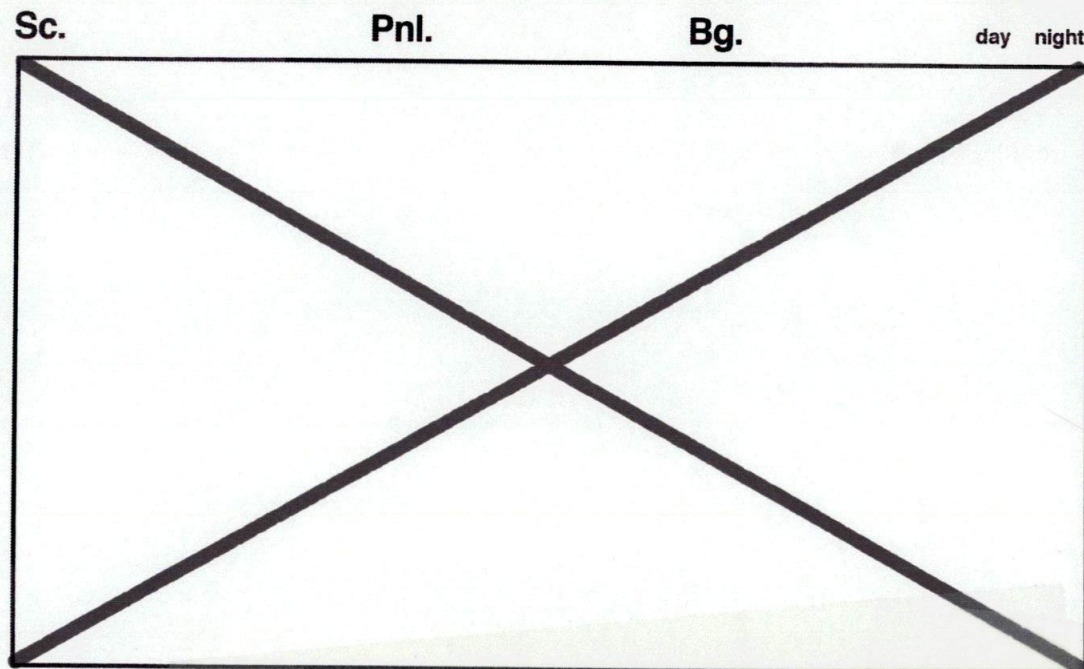
1034/238

1034, 238

ADVENTURE TIME



Page 163



IA: (BUILDING)
COOommEEENCE --

-CAM SETTLES ON TURTLE ANNOUNCER

NOV 04 2015

EPISODE # 1034-238

Production:

1034/238

1034/238

ADVENTURE TIME



Page 164

ADJ →

Sc. 96 CONT Pnl. B

Bg.

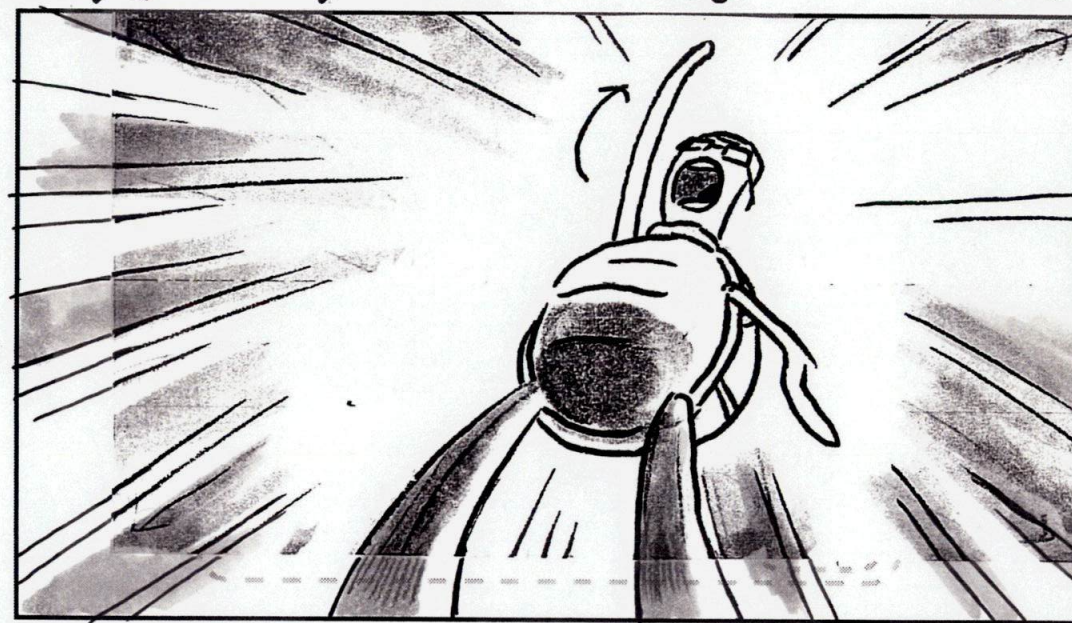
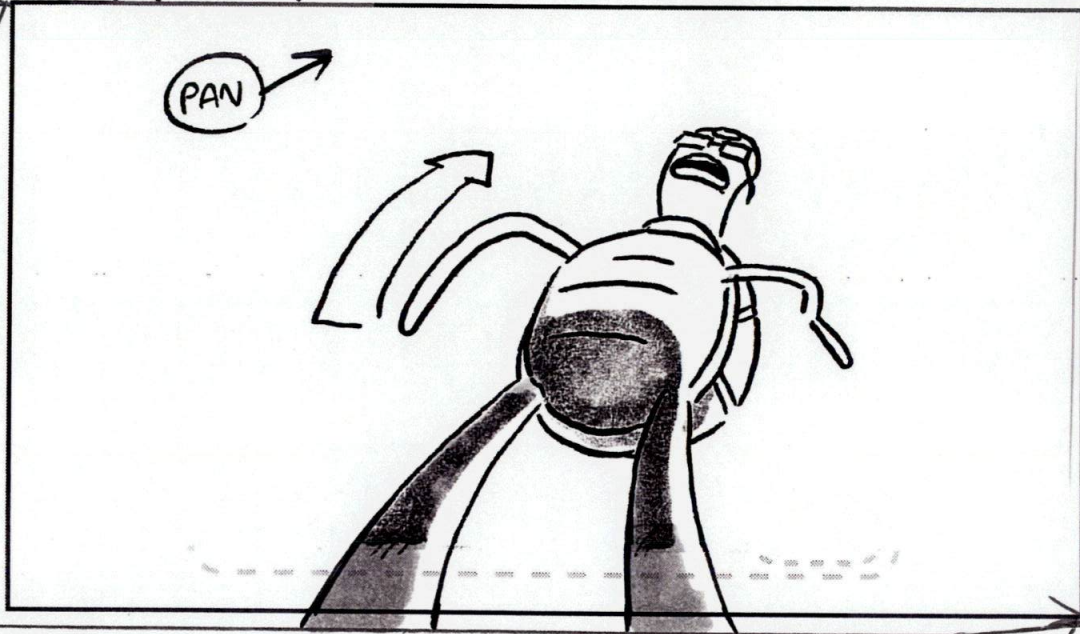
day night

Sc. 96 CONT Pnl. C

Bg.

day night

PAN →



Dialog:

TA: CARD WARS!!

SFX: * SHING! *

Action:

- T.A. STRAIGHTENS UP.
- PAN W/ ACTION

- BG CARD FLASHES ON.

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

Production:

1034/238

1034/238

ADVENTURE TIME

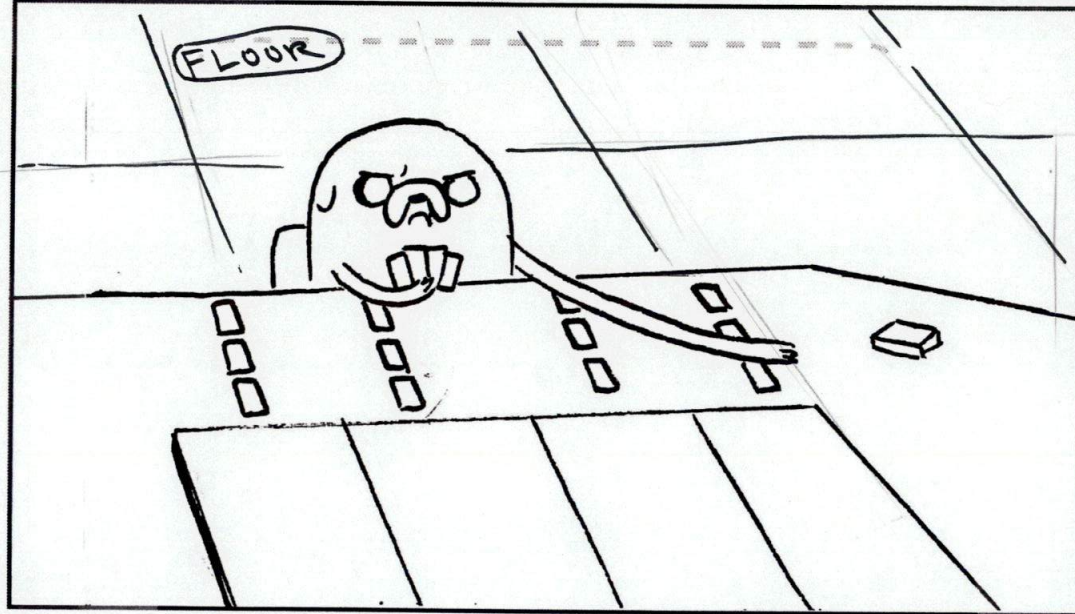


Sc. 97

Pnl. A

Bg.

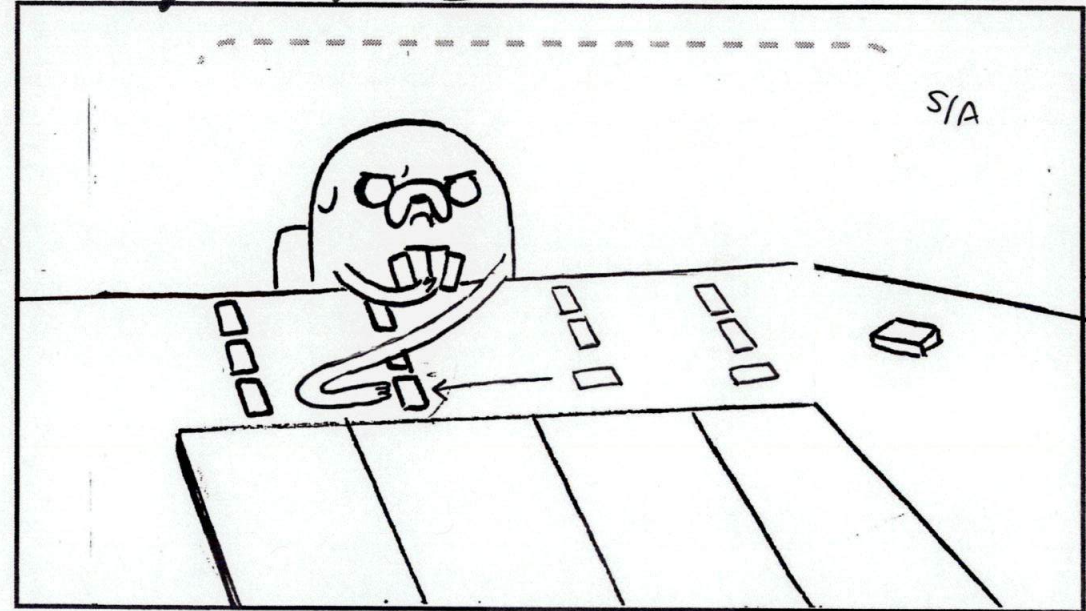
day night



Sc. 97 cont. Pnl. B

Bg.

day night



Dialog:

SFX: * SWSH *

Action:

- J. SWIPES/ TURNS CARDS.

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

Production:

1034/238

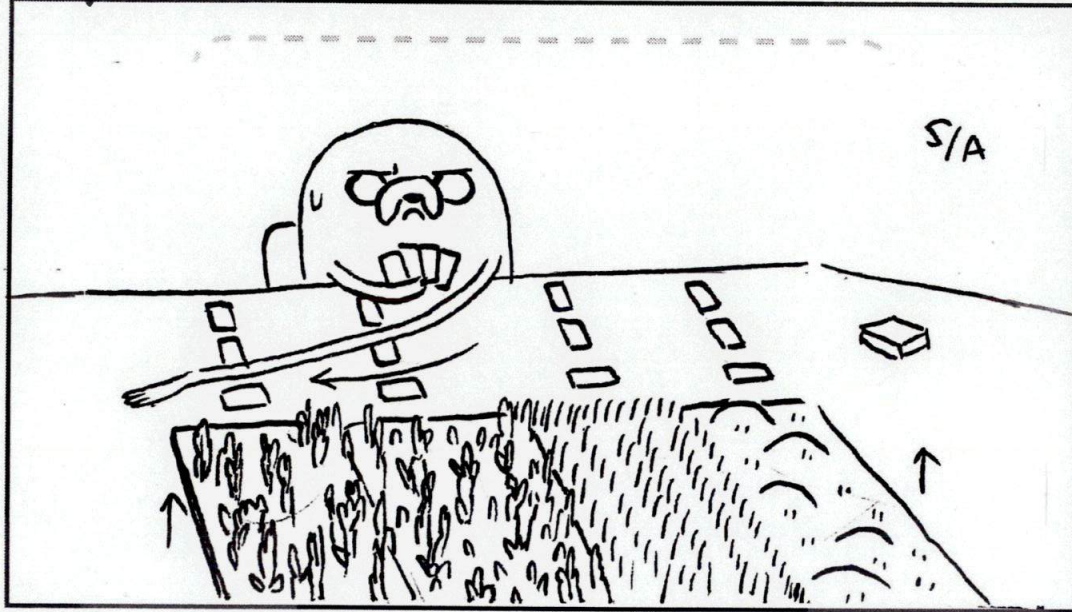
ADVENTURE TIME



Sc. **97 CONT** Pnl. **C**

Bg.

day night

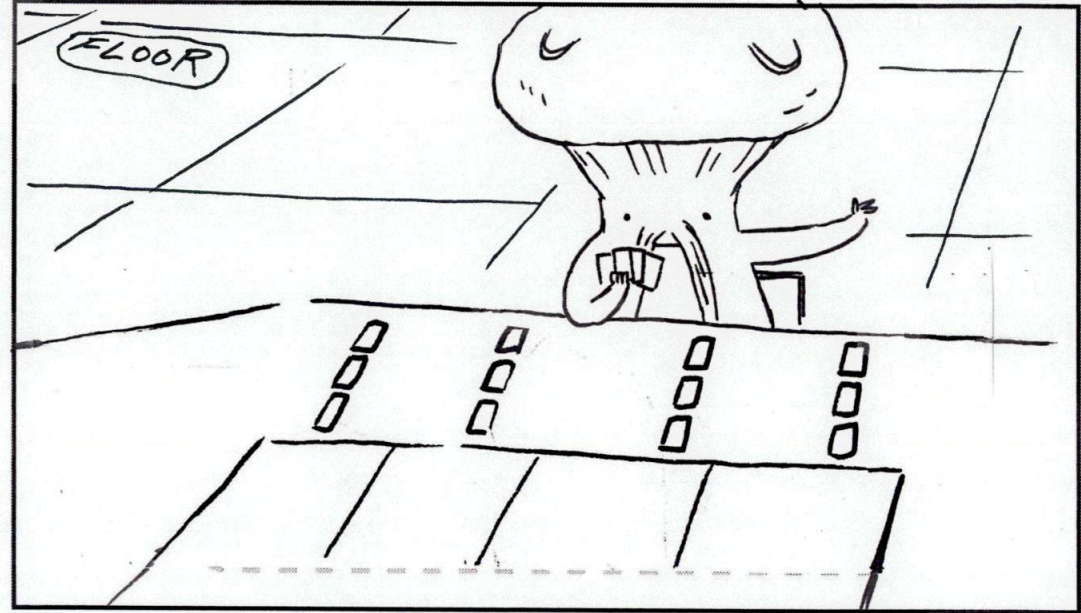


Sc. **98**

Pnl. **A**

Bg.

day night



Dialog:

Action:

- LANDSCAPES ACTIVATE.

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

Production:

1034/238

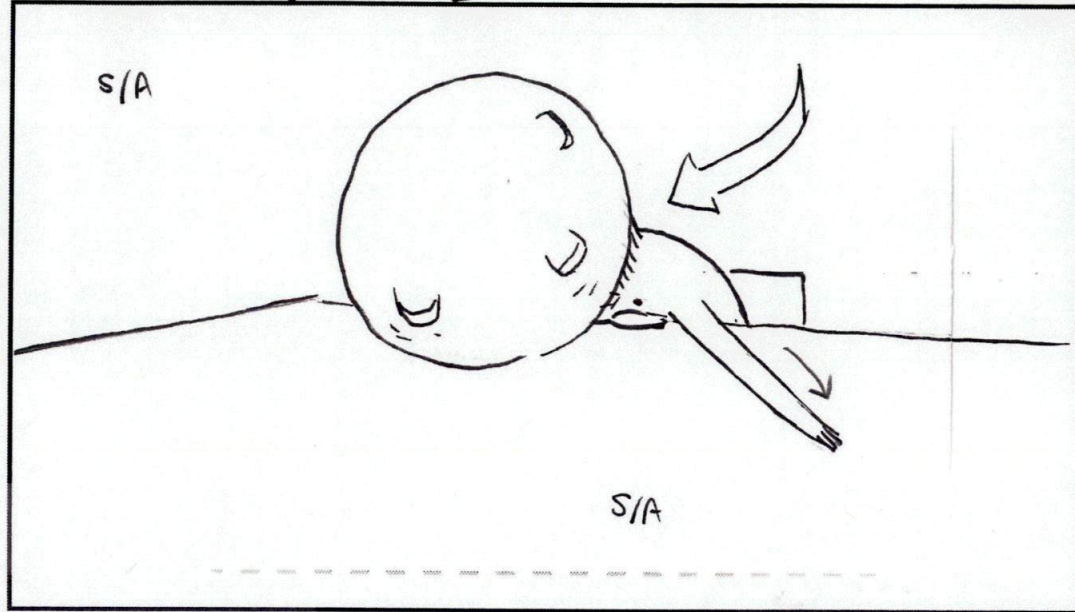
ADVENTURE TIME



Sc. *98 cont* Pnl. *B*

Bg.

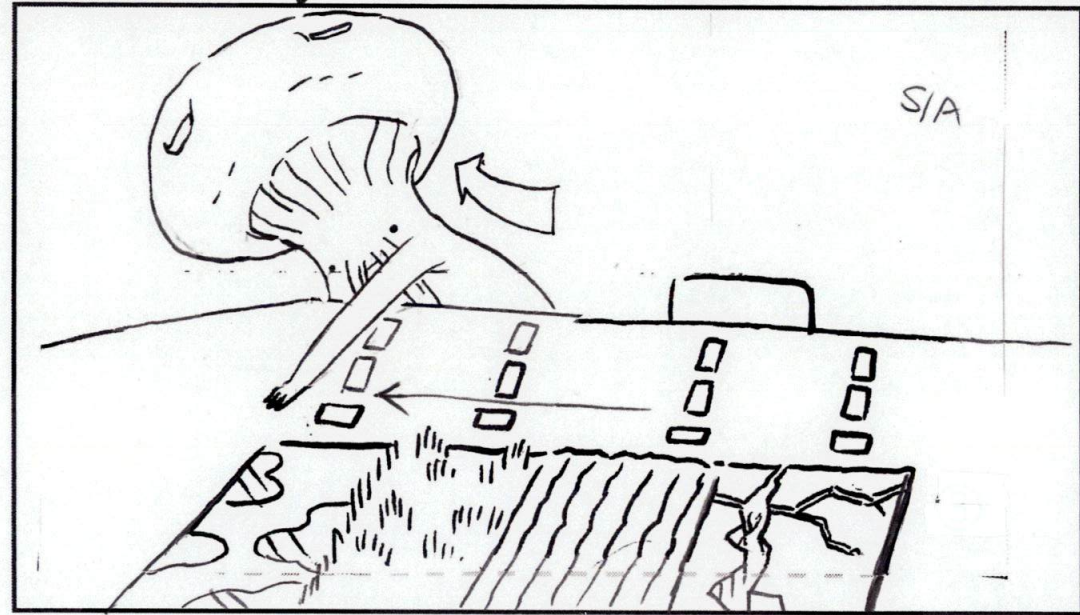
day night



Sc. *98 cont* Pnl. *C*

Bg.

day night



Dialog:

SFX: *SWISHH*

Action:

- REGGIE TURNS CARDS IN ONE SWEEP.

- LANDSCAPES ACTIVATE.

Timing:



NOV 10 4 2015

1034-238

EPISODE #

Production:

1034/238

1034/238

1034/238

ADVENTURE TIME

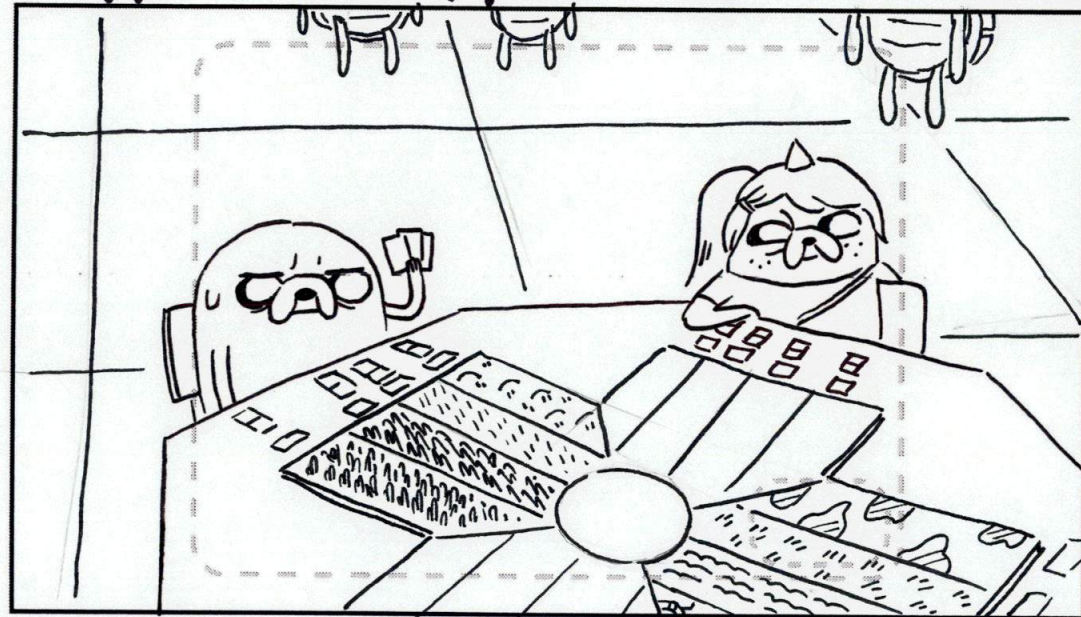


Sc. **99**

Pnl. **A**

Bg.

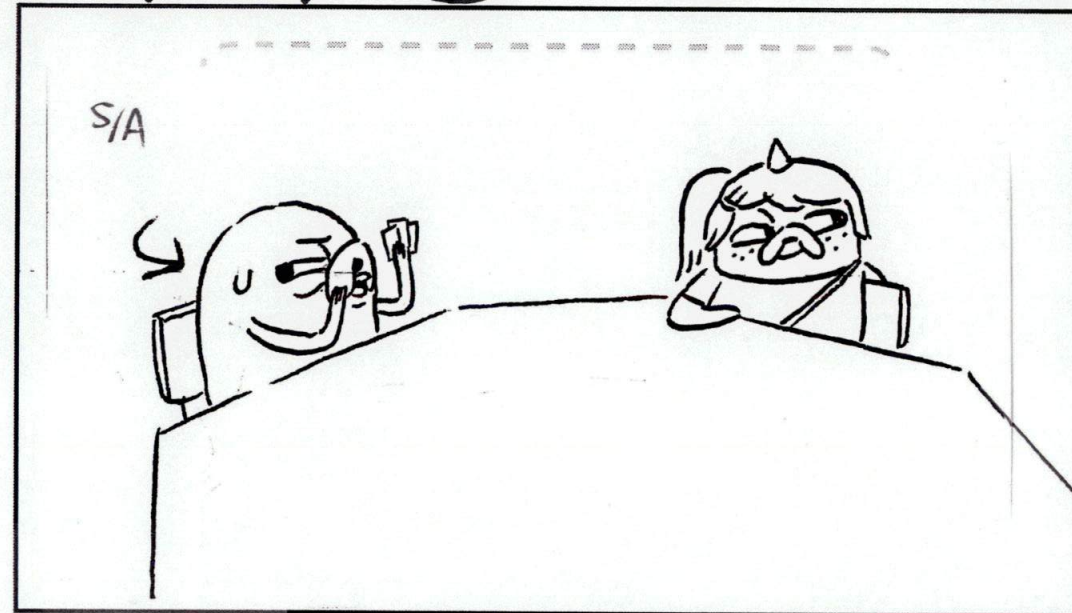
day night



Sc. **99 CONT** Pnl. **B**

Bg.

day night



Dialog:

① (QUIET) FOLLOW MY LEAD, CHUCK.

Action:

-J. TURNS TOWARDS CHARLIE.

Timing:

NOV 04 2015

1034-238

EPISODE #

1034/238

Production:

1034/238

ADVENTURE TIME



Sc.

99 cont Pnl. C

Bg.

day night

Sc.

100

Pnl.

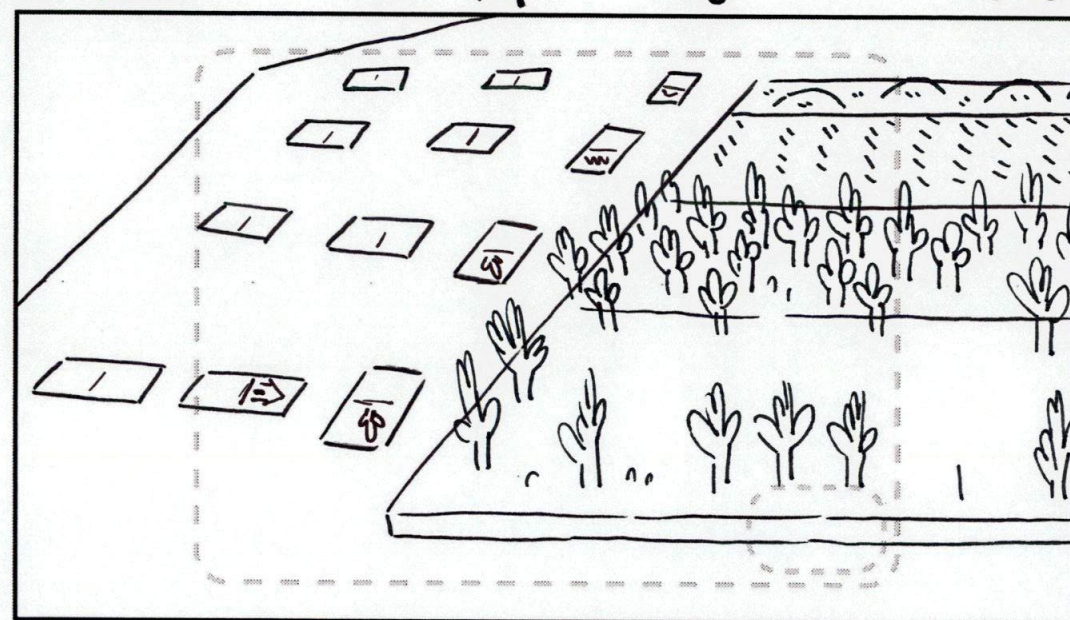
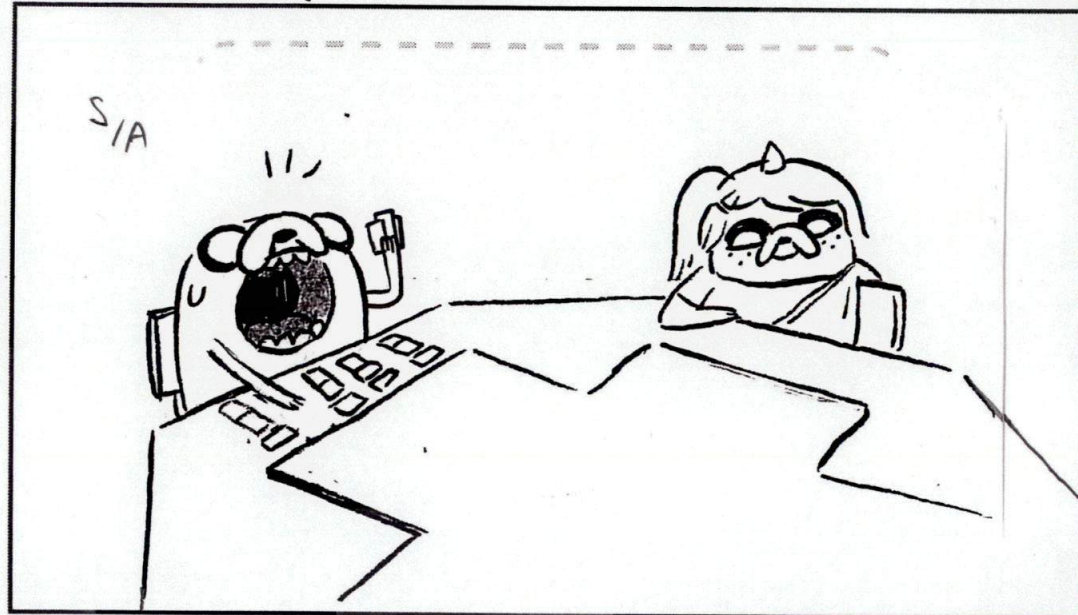
A

Bg.

Page

169

day night



Dialog:

① I FLOOP THE HAY BARN ...

Action:

Timing:

NOV 4 2015

EPISODE #

1034-238

Production:

1034/238

1034/238

1034/238

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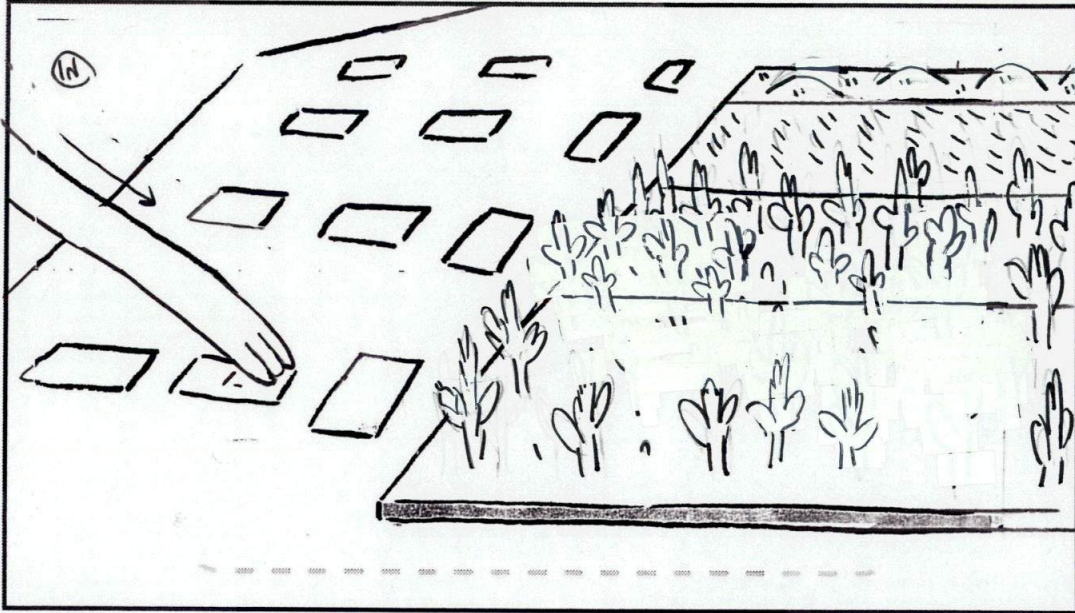
ADVENTURE TIME



Sc. 100 cont Pnl. B

Bg.

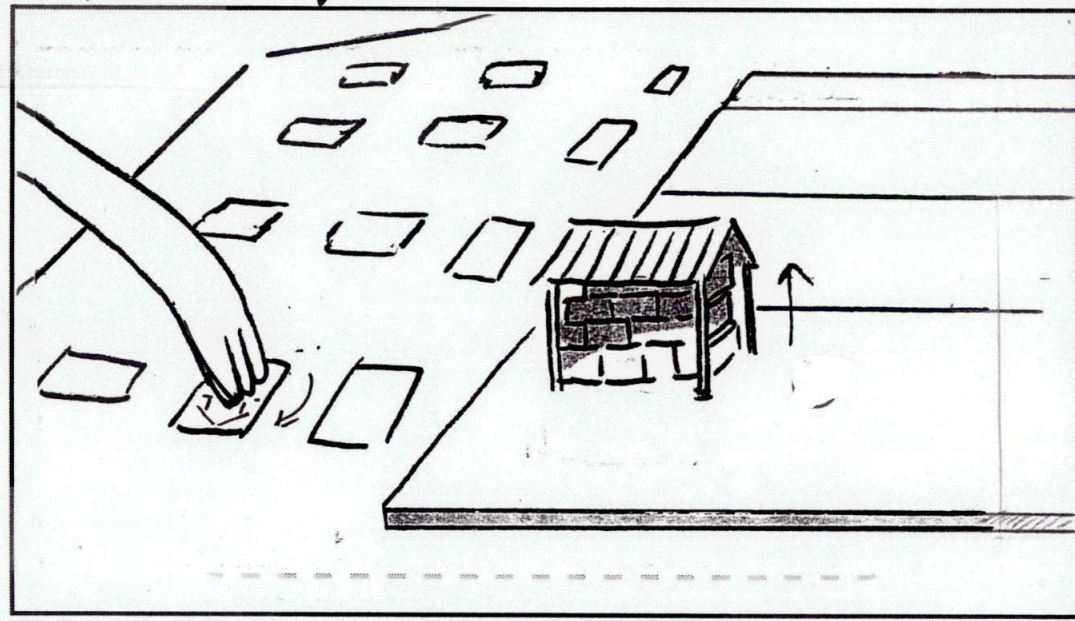
day night



Sc. 100 cont Pnl. C

Bg.

day night



Dialog:

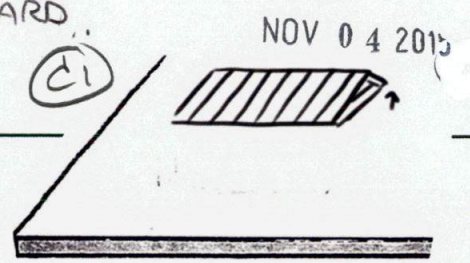
(J) AND I ATTACK WITH --

Action:

-- J'S HAND COMES ON/S.

--J. FLOOPS HAY BARN CARD

Timing:



1034-238

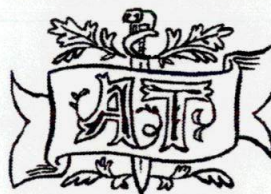
EPISODE #

1034/238

Production:

1034/238

ADVENTURE TIME



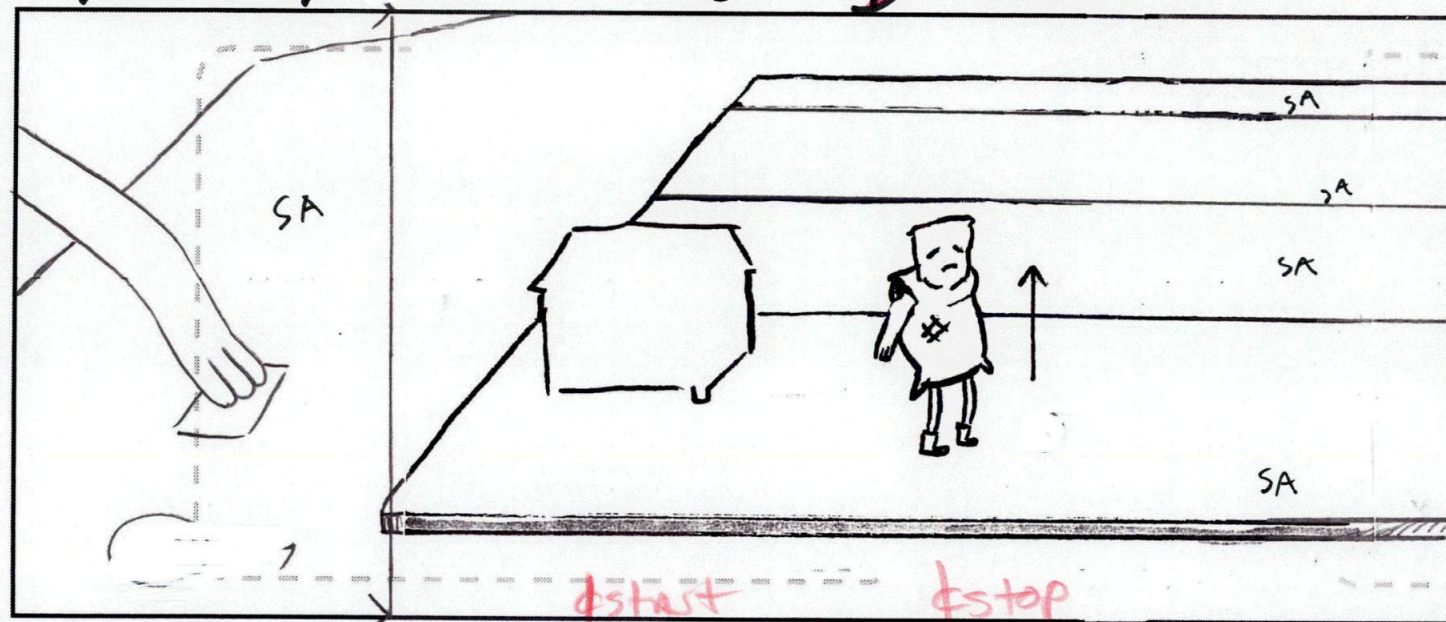
Page 171

Sc. 100 CONT

Bg.

D

day night



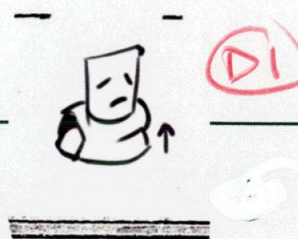
Dialog:

① (0/5) FEED MAN! SFX: * VOOP *

Action:

- FEED MAN RISES OUT
OF GAMEBOARD.

Timing:



NOV 04 2015

EPISODE # 1034-238

1034/238

Production:

1034/238

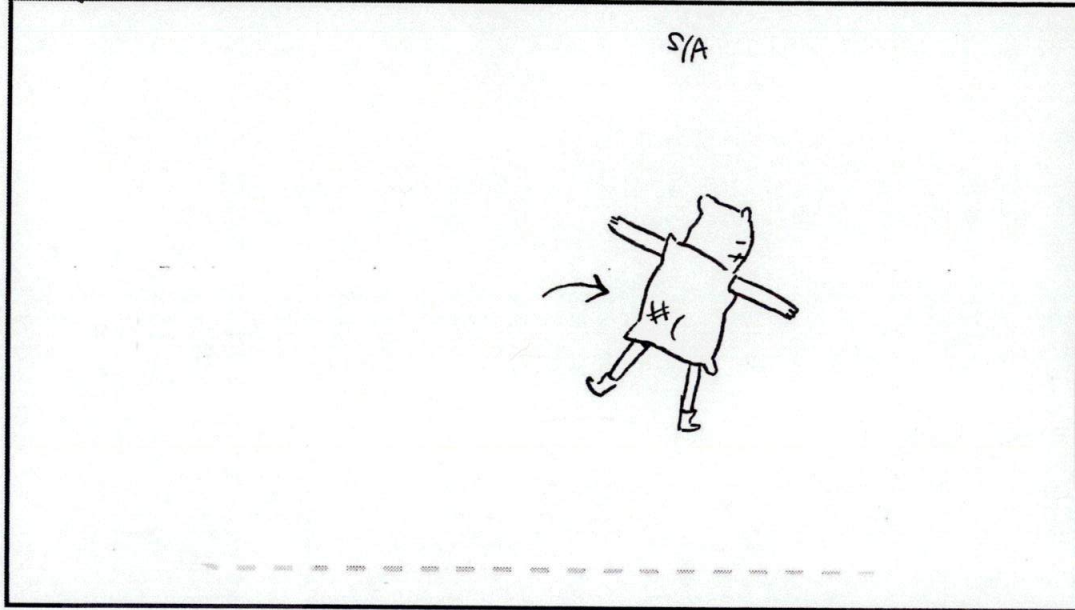
1034/238

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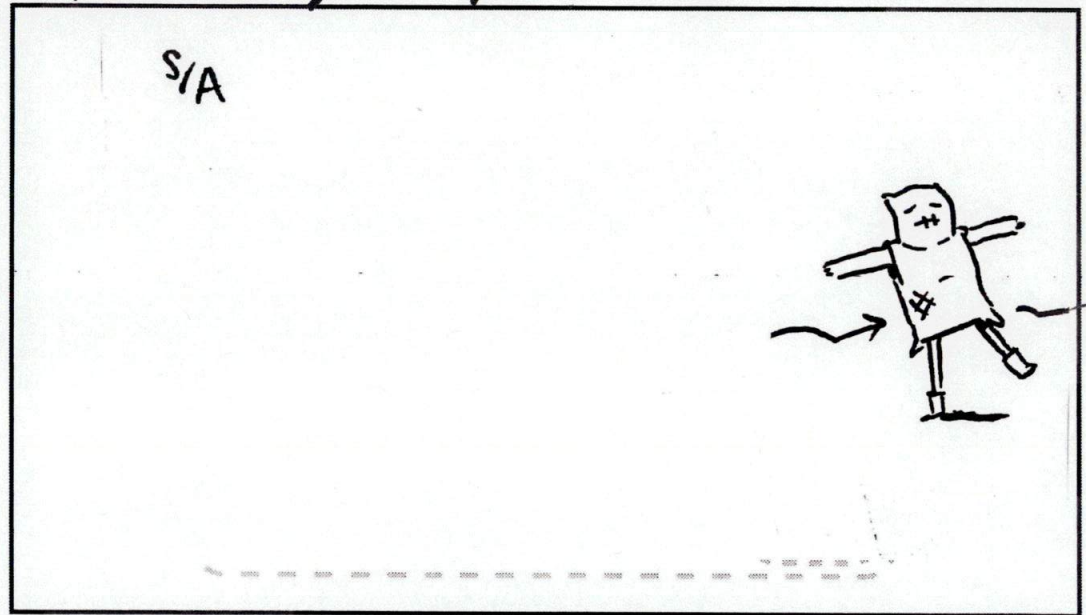
ADVENTURE TIME



Sc. 100 cont Pnl. E Bg. day night



Sc. 100 cont Pnl. F Bg. day night



Dialog:

R: A solid move from the veteran Jake

Action:

-FEED MAN WOBBLES OFF/S.

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

Production:

1034/238

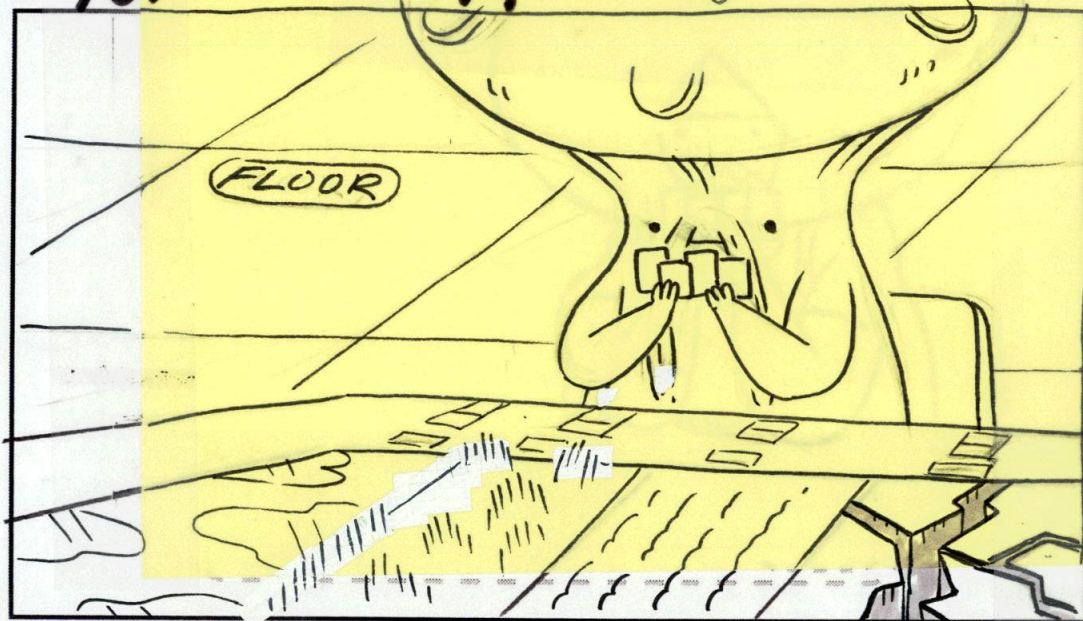
Page 172

1034/238

Sc. 101

Pnl. A

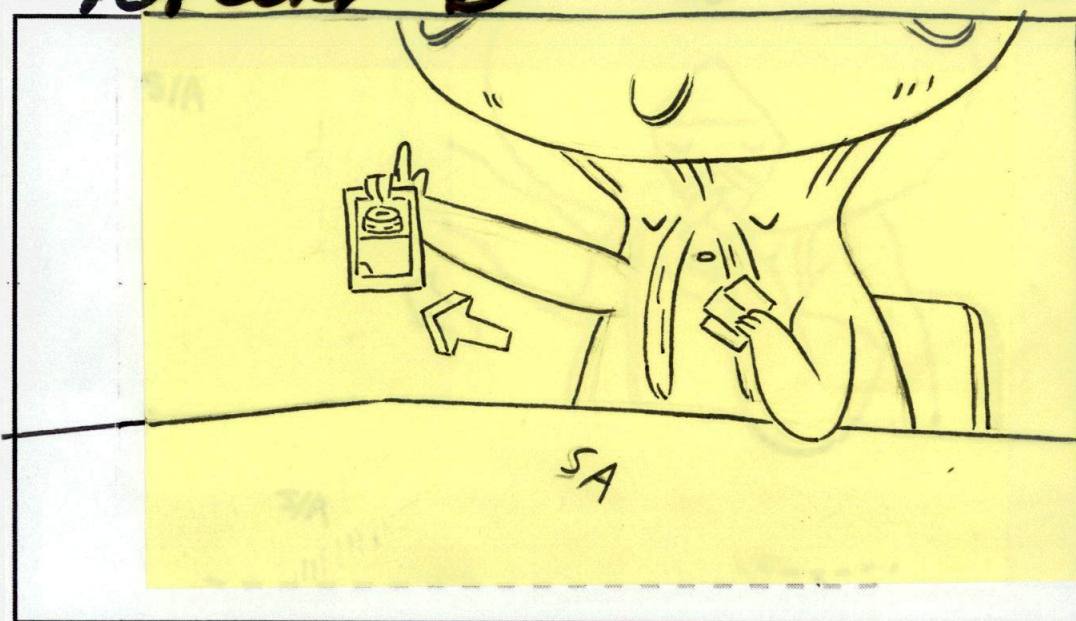
Bg.



Sc. 101 cont Pnl. B

Ba.

Page 173
day night



Dialog:

REGGIE: I CAST ...

R: BEAN BALL BOMBA

Action:

- REGGIE HOLDS UP CARD

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

Production:

1034/238

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ADVENTURE TIME



Sc. 101 CONT Pnl. C

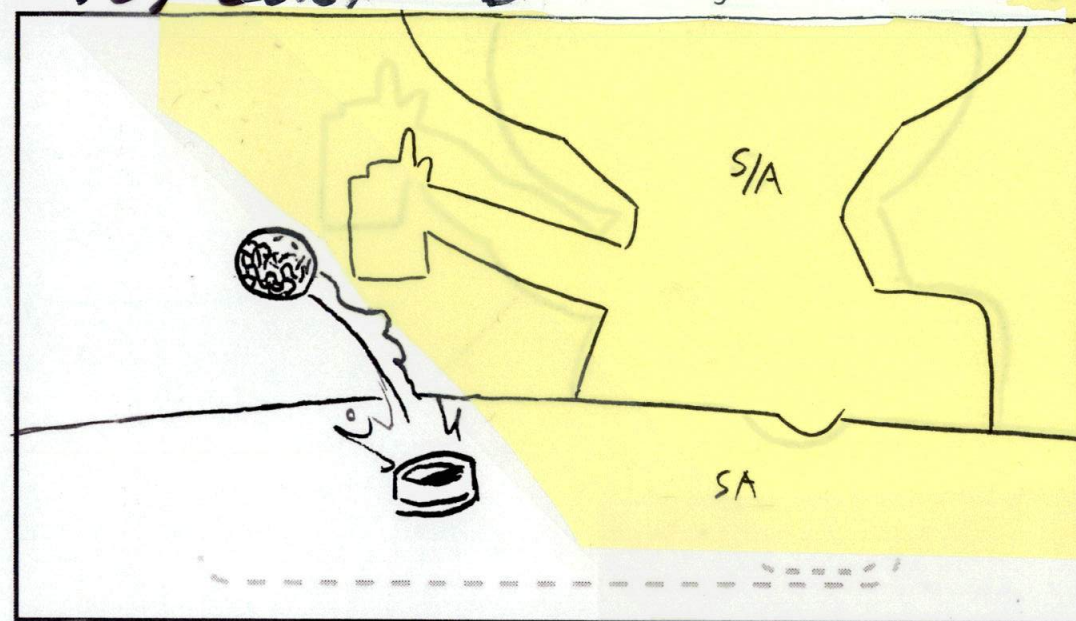
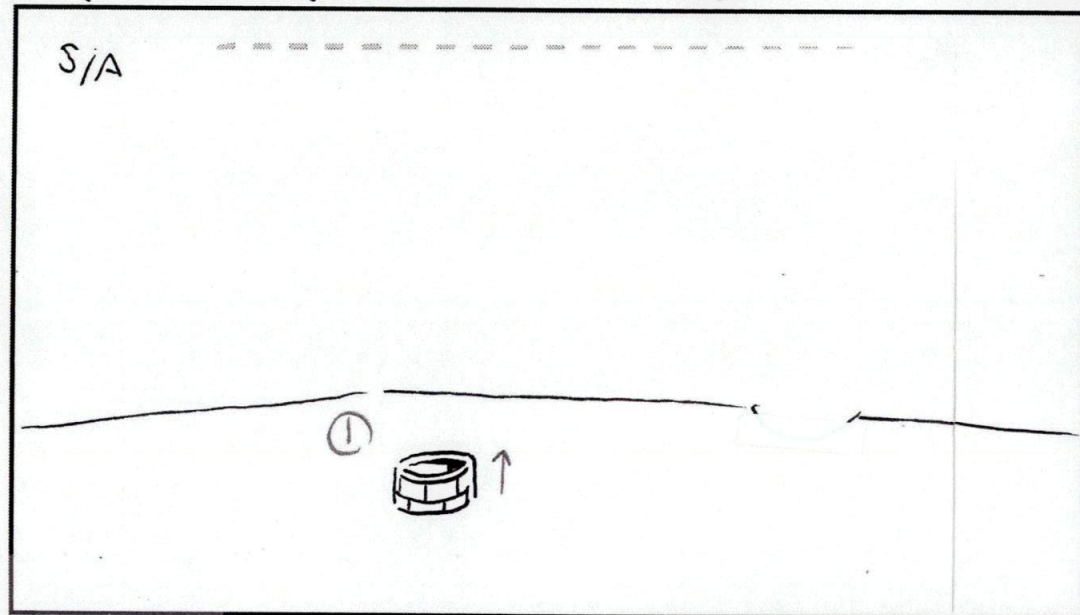
Bg.

day night

Sc. 101 CONT Pnl. D

Bg.

Page 174



Dialog:

SFX:

* VOOP *

(D)



SFX:

* POOM! *

R/ BEAN BALL!

Action:

- CANNON BARREL RISES FROM BOARD.

- CANNON FIRES.

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

Production:

1034/238

1034/238

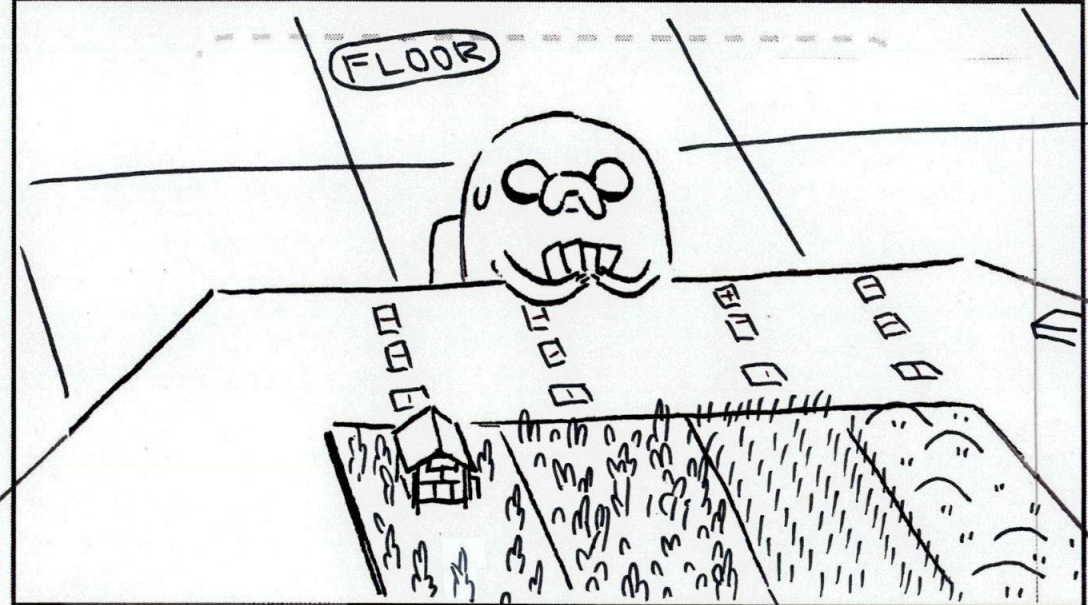
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ADVENTURE TIME

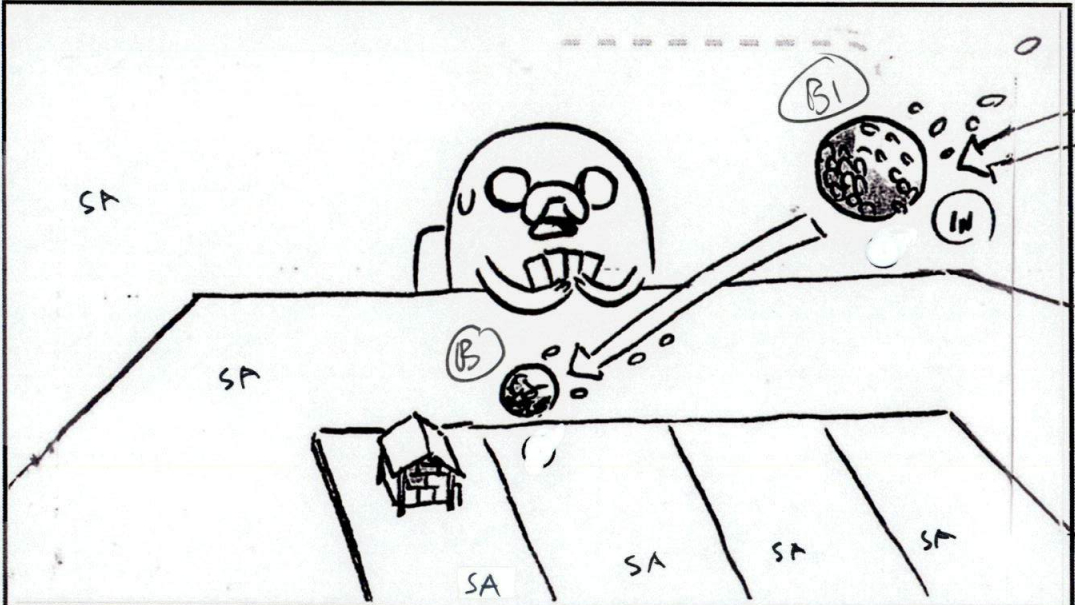


Page 175

Sc. 102 Pnl. A Bg. day night



Sc. 102 CONT Pnl. B Bg. day night



Dialog:	<p><u>J</u>: BEAN BALL?</p> <p><u>SFX</u>: * WHISTLING *</p>
Action:	<p>- BEANBALL FLIES ONVS.</p> <p>NOV 04 2015</p>
Timing:	

1034-238

EPISODE #

1034/238

Production:

1034/238

ADVENTURE TIME



Page 176

Sc. 102 cont Pnl. C

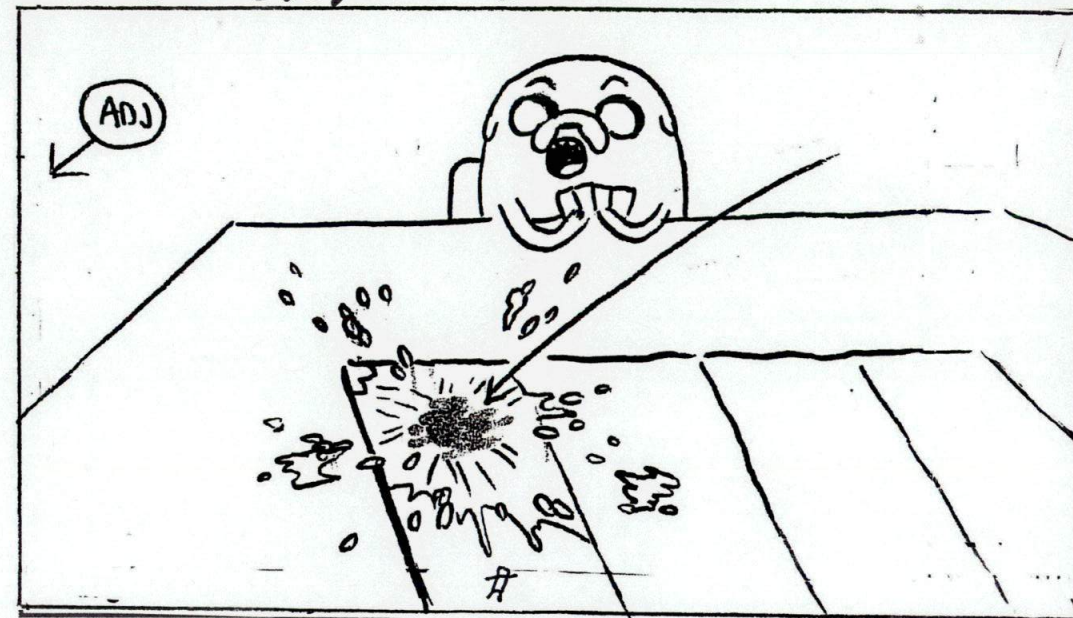
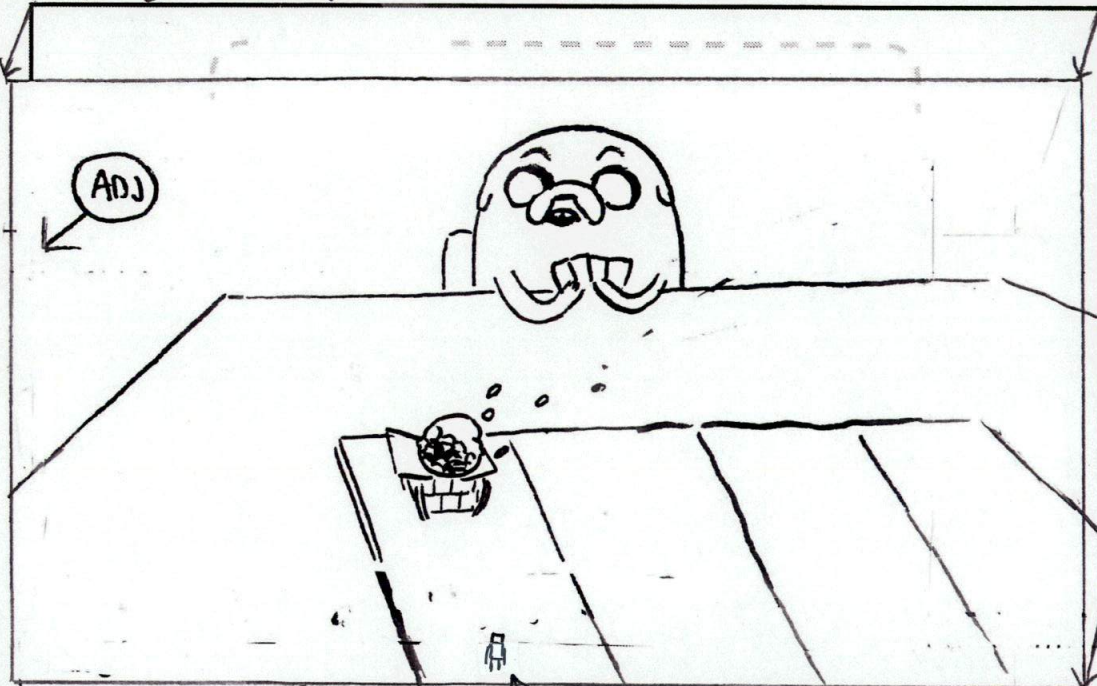
Bg.

day night

Sc. 102 cont Pnl. D

Bg.

day night



DETAIL: FEED MAN



Action:

-ADJ. W/ BALL.

SFX: **SPLAT!**

-BALL DEMOLISHES HAY BARN.

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

Production:

1034/238

1034/238

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ADVENTURE TIME



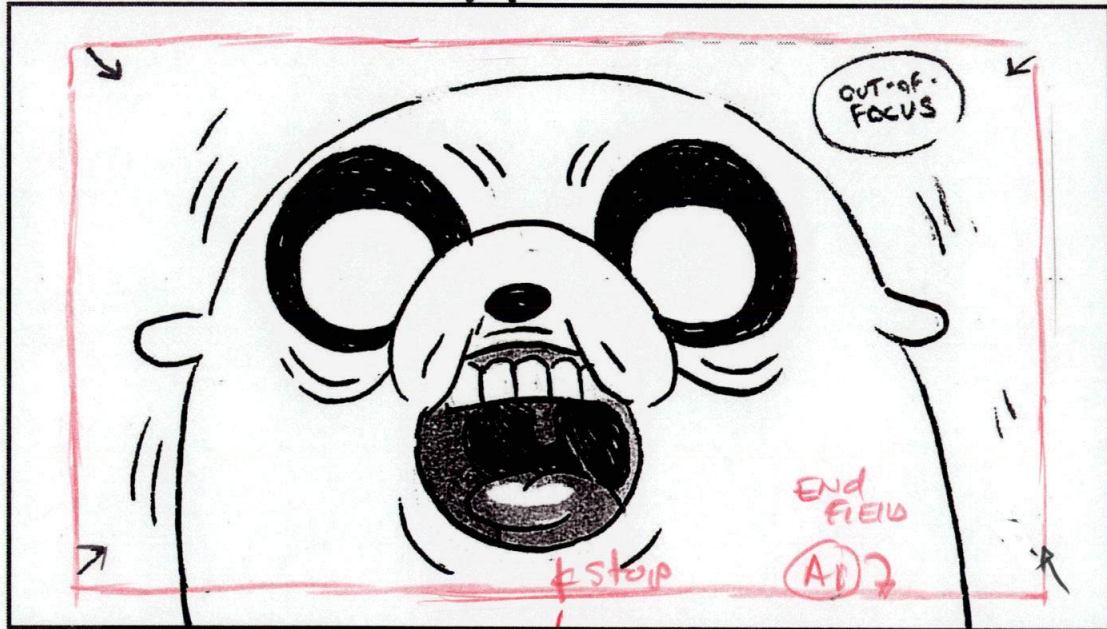
Page 177

Sc. 103

Pnl. A

Bg.

day night

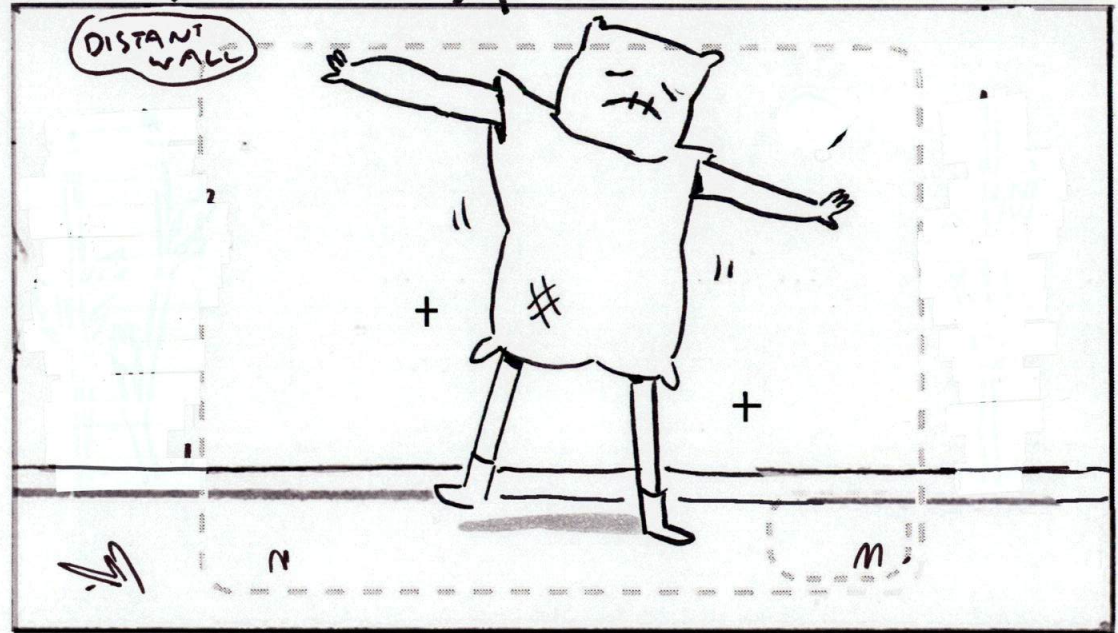


Sc. 104

Pnl. A

Bg.

day night

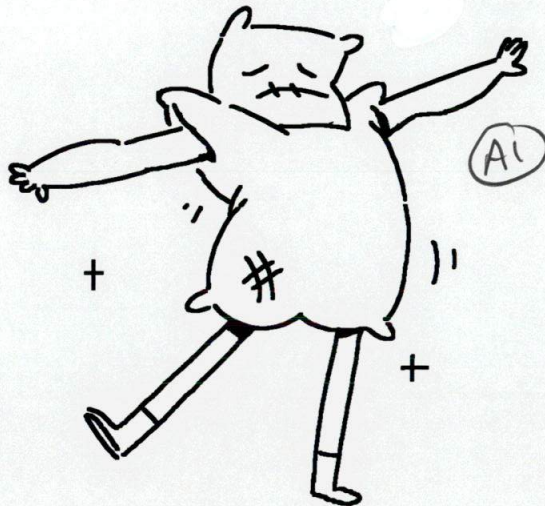


Dialog:

truck
in

Action:

Timing:



-FEEDMAN WOBBLER

NOV 04 2015

LYCLE ①, ②, ①, ②

1034-238

EPISODE #

1034/238

Production:

1034/238

1034/238

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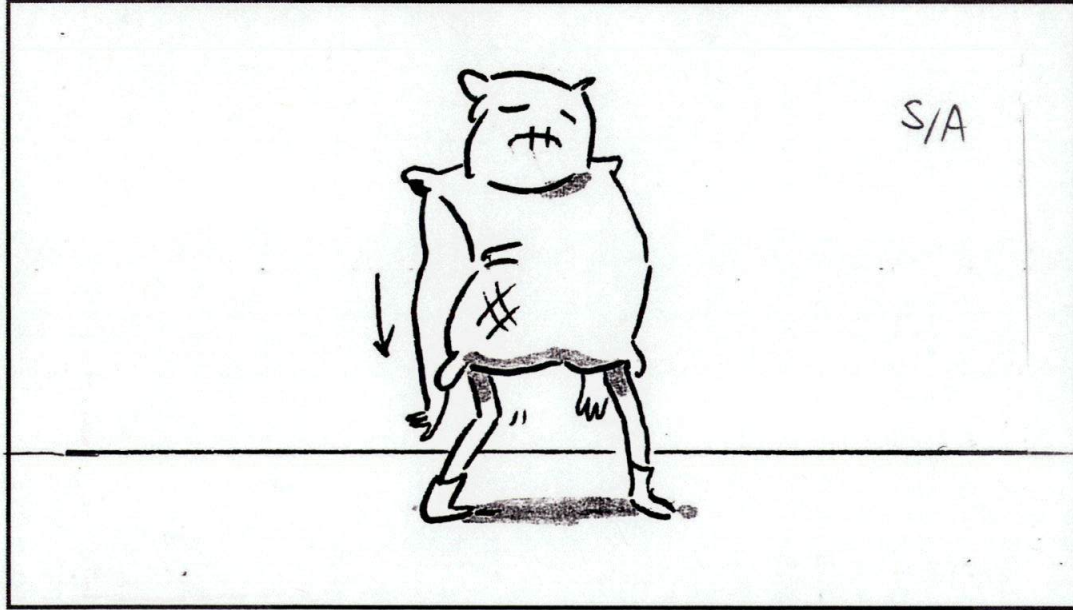


Page 178

Sc. 104 cont Pnl. B

Bg.

day night



Sc. 104 cont Pnl. C

Bg.

day night



Dialog:

TA: ⁽⁰¹⁵⁾ FEED MAN'S POWER
SOURCE IS GONE!

SFX: *POWERING DOWN*

Action:

- FEED MAN WOBBLER

- FEED MAN COLLAPSES

NOV 04 2011

Timing:

- ANIMATE THROUGH POSE



1034/238

EPISODE # 1034-238

1034/238

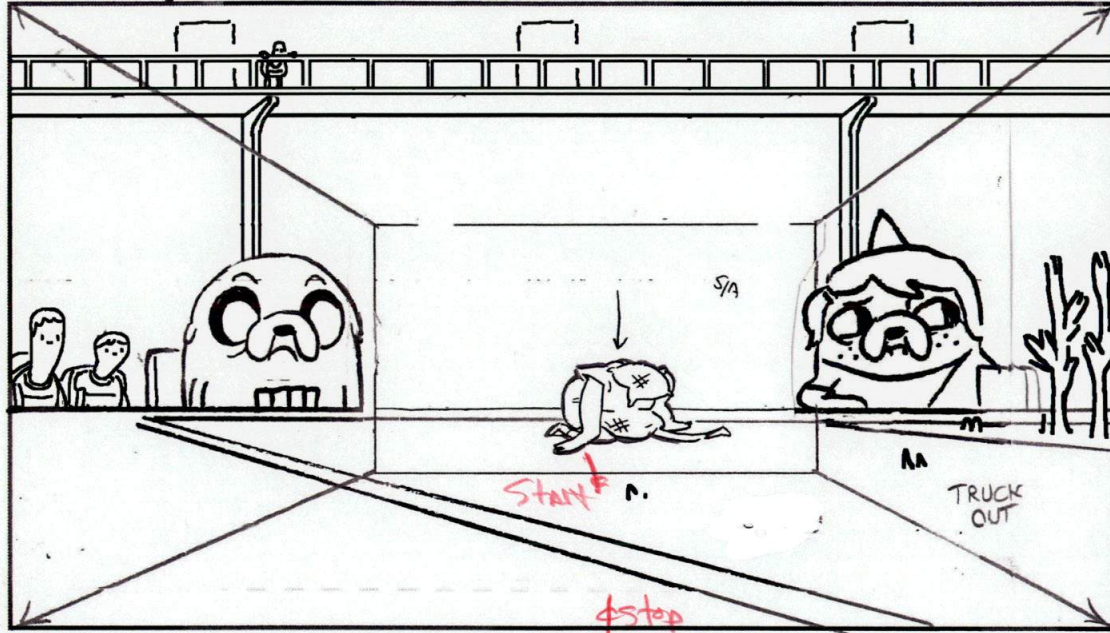
ADVENTURE TIME



Sc. 104 cont Pnl. D

Bg.

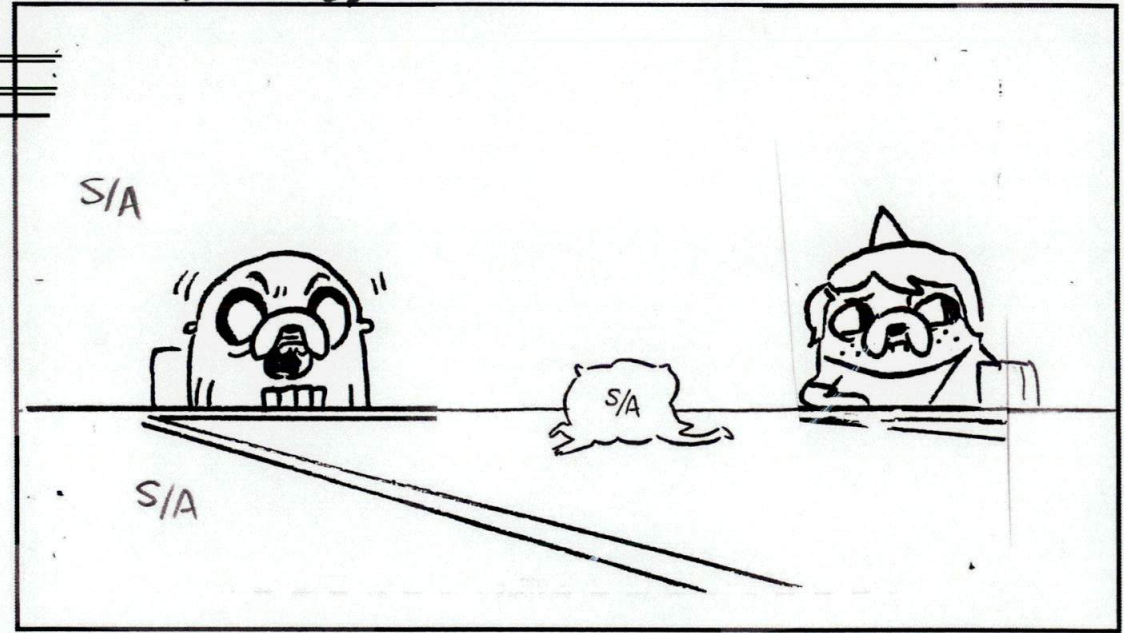
day night



Sc. 104 cont Pnl. E

Bg.

day night



Dialog:

① NO NO NO! --

Action:

-TRUCK OUT To INCLUDE J + C.

- J. GETS INCREASINGLY IRATE.

NOV 4 2015

Timing:

EPISODE # 1034-238

1034/238

Production:

1034/238

ADVENTURE TIME

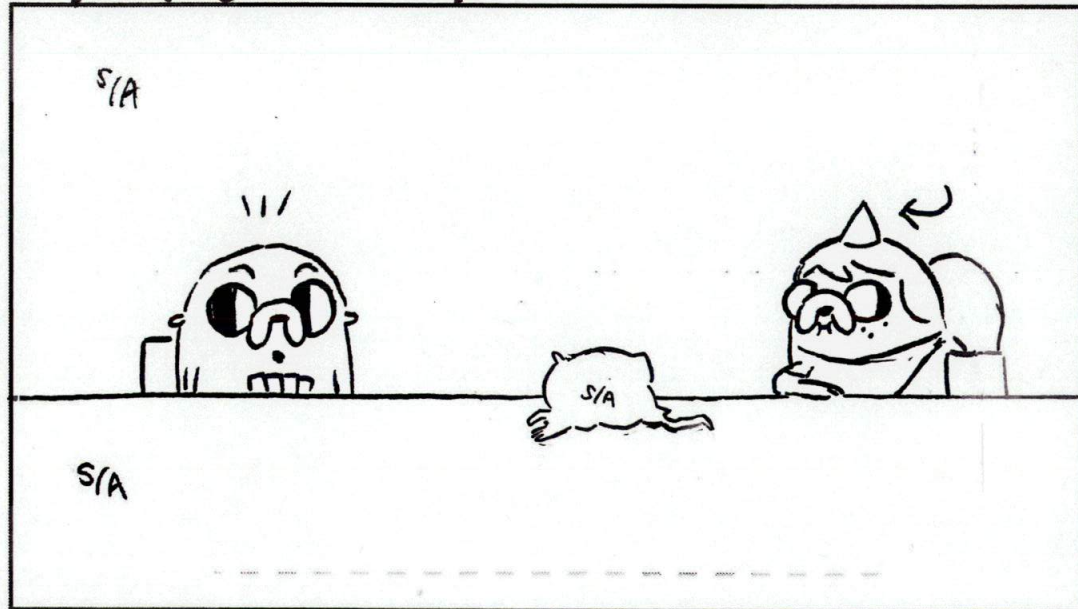


Page 180

Sc. 104cont Pnl. F

Bg.

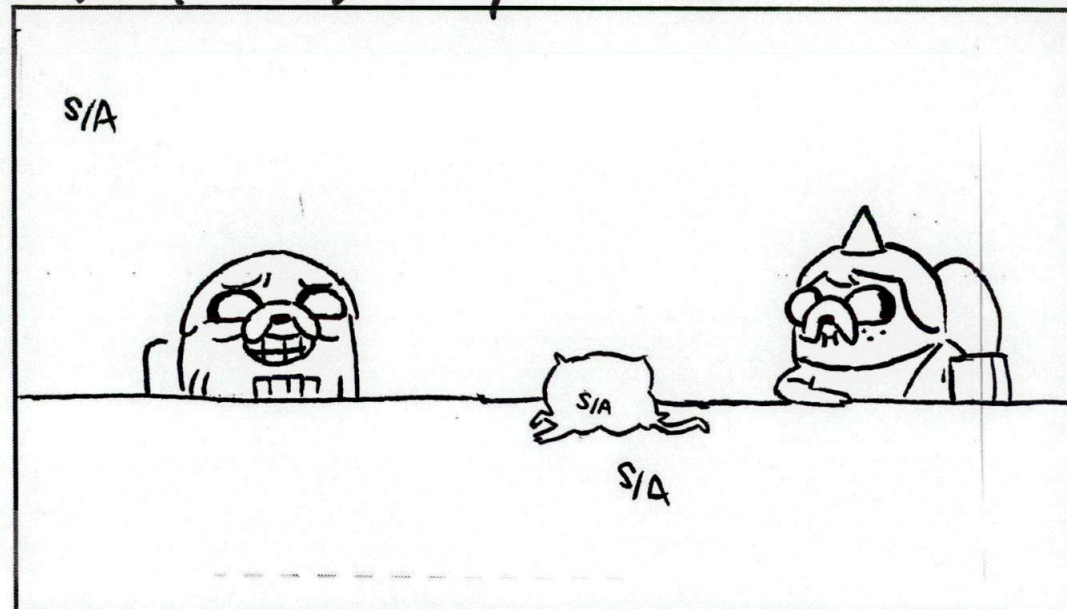
day night



Sc. 104cont Pnl. G

Bg.

day night



Dialog:

① NO -- -- --

① NO BIG DEAL.

Action:

-J. NOTICES CHARLIE WATCHING HIM.

-J. CATCHES HIMSELF.

NOV 04 2015

Timing:

EPISODE # 1034-238

Production:

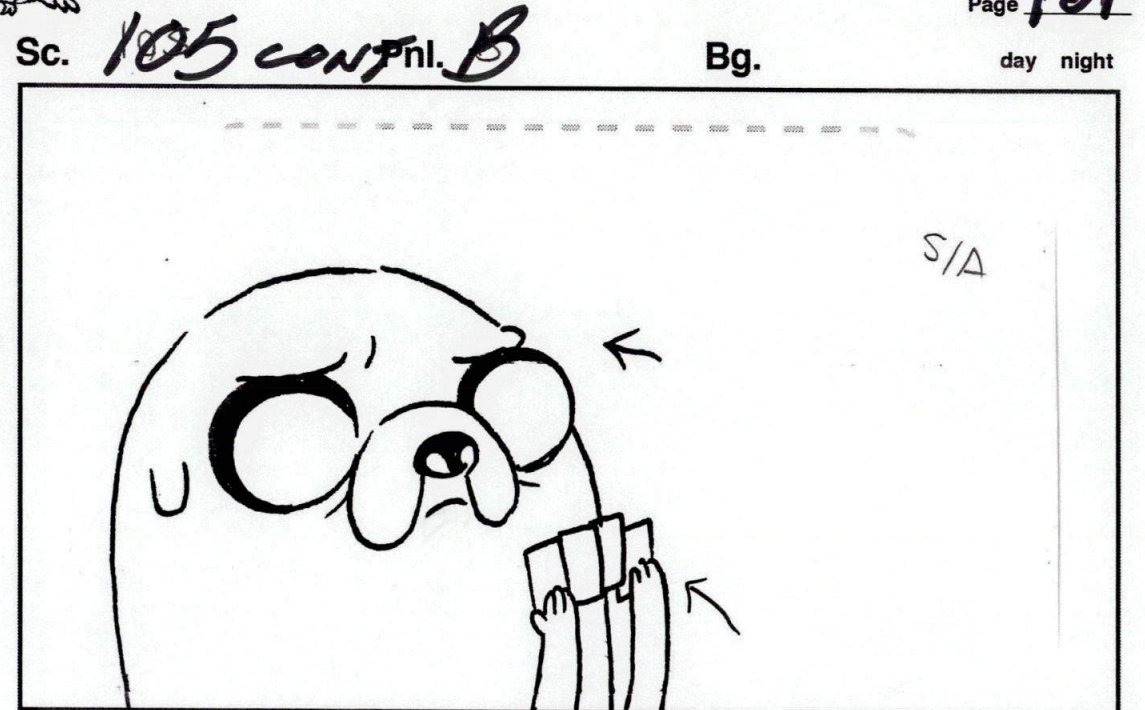
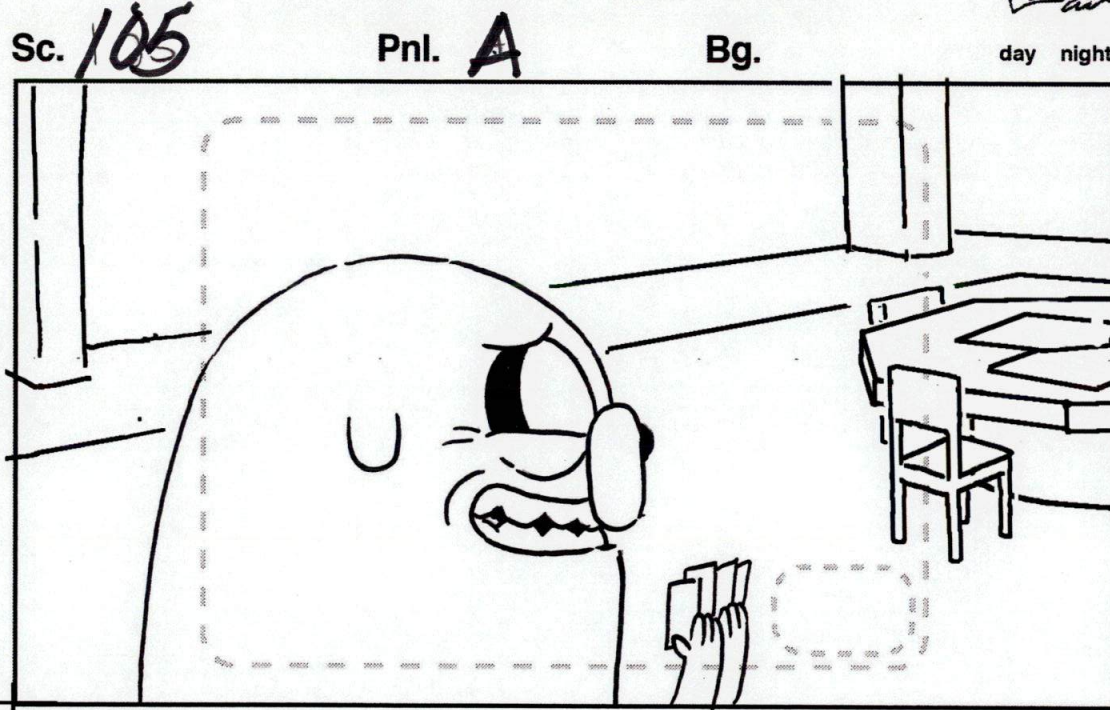
1034/238

1034/238

1034/238

1034/238

ADVENTURE TIME



Dialog:

① [INHALE]

Action:

-J. STARES AT CARDS.

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

Production:

1034/238

ADVENTURE TIME

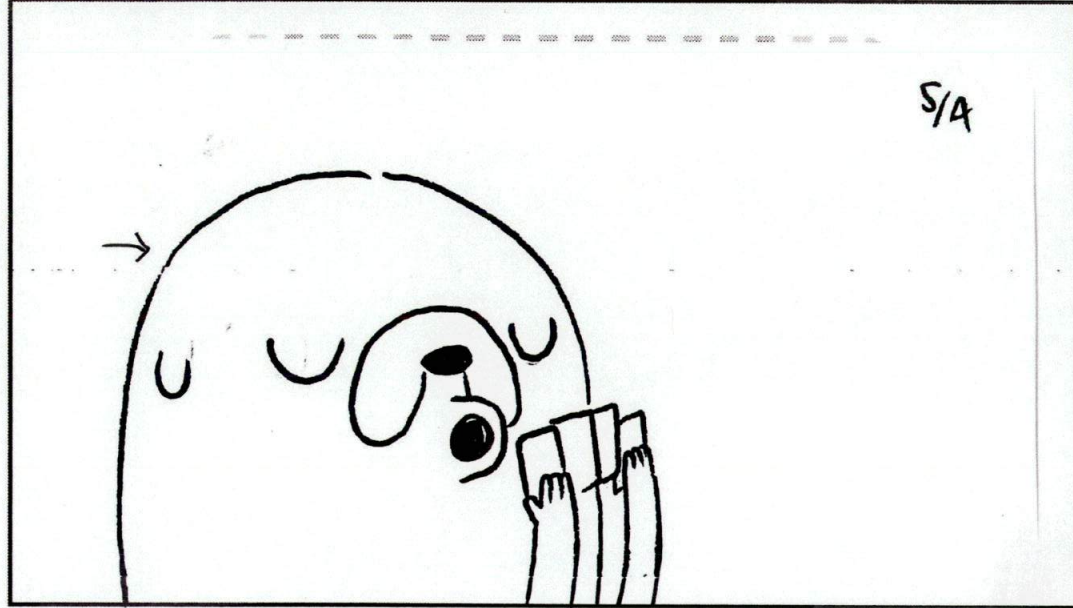


Page **182**

Sc. **105 CONT** Pnl. **C**

Bg.

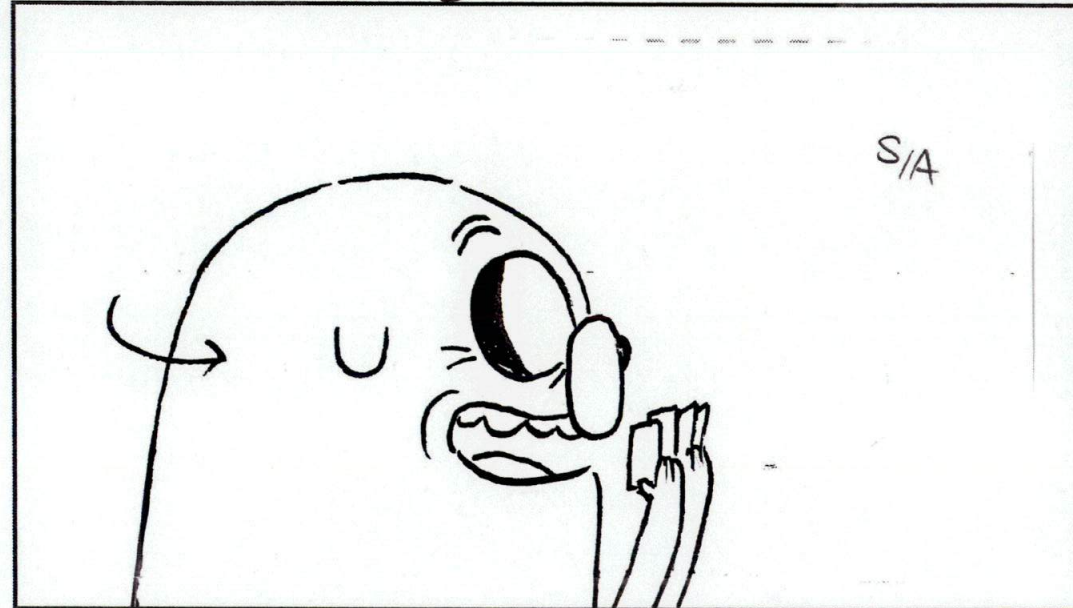
day night



Sc. **105 CONT** Pnl. **D**

Bg.

day night



Dialog:

① (UNDER BREATH) DIGNIFIED...

② OK, YOUR TURN SWEETIE

Action:

-J. RECENTERS HIMSELF.

NOV 04 2015

Timing:

EPISODE # 1034-238

1034/238

Production:

1034/238

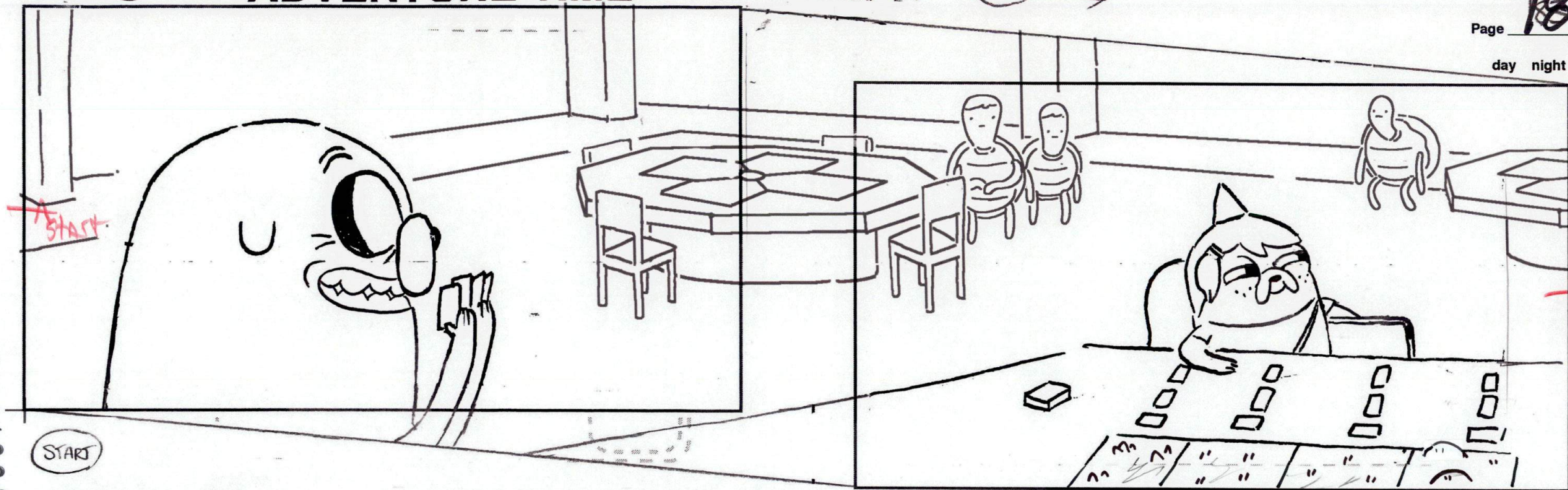
Sc. 105 CONT ADVENTURE TIME



PAN →

Page 183

day night



1034/238

EPISODE # 1034-238
1034/238

Dialog:

Action:

- PAN RIGHT TO CHARLIE.

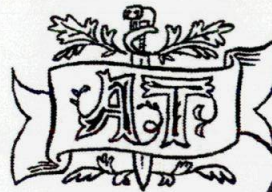
NOV 04 2015

Timing:

Production:

1034/238

ADVENTURE TIME

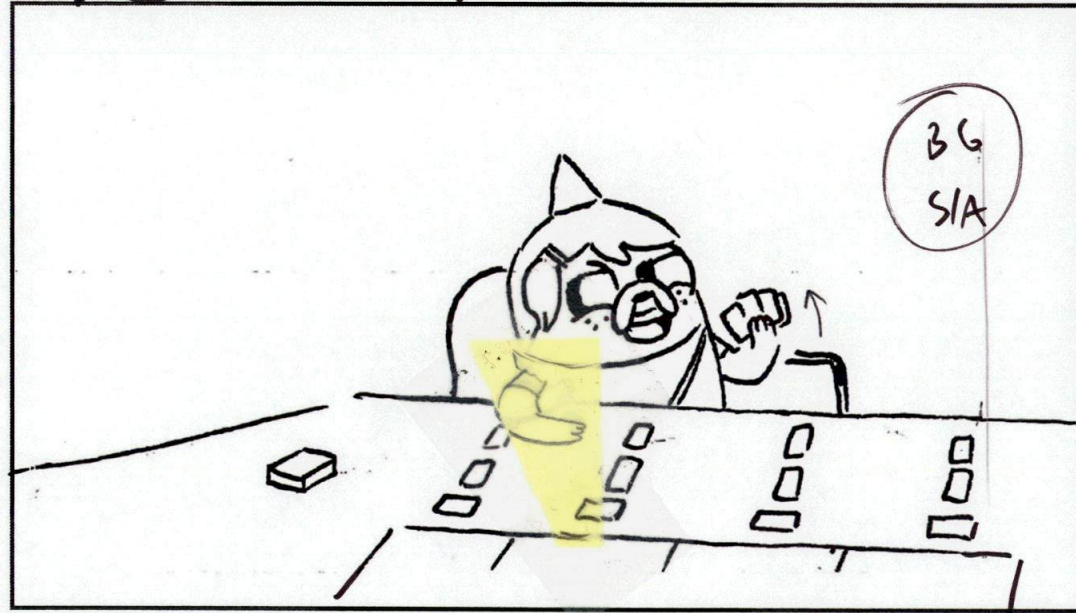


Page **184**

Sc. **105 CONT** Pnl. **F**

Bg.

day night



Sc. **105 CONT** Pnl. **G**

Bg.

day night



Dialog:

(C) HOKAY ...

SFX: *FWIP*

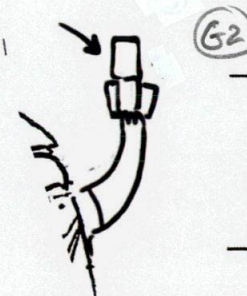
Action:



- CARD FLIES UP FROM DECK TO CHARLIE'S HAND.

Timing:

NOV 04 201



Production:

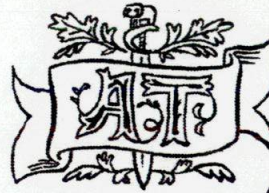
EPISODE # 1034-238

1034/238

1034/238

1034/238

ADVENTURE TIME



Page **185**

Sc. **105 cont** Pnl. **H**

Bg.

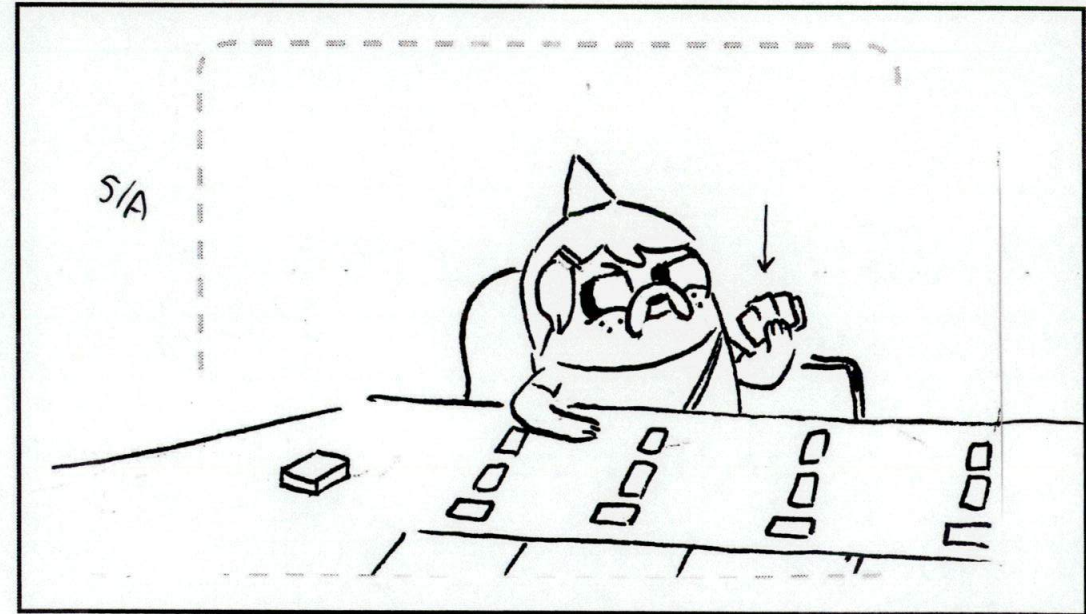
day night



Sc. **105 cont** Pnl. **I**

Bg.

day night



Dialog:

© I plaaaay--

Action:

-C. SHUFFLES CARDS
WITH ONE HAND.

Timing:



NOV 04 2015

1034-238

EPISODE #

1034/238

Production:

1034/238

1034/238

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ADVENTURE TIME



Page 186

Sc. 105 cont Pnl. J

Bg.

day night



Sc. 105 cont Pnl. K

Bg.

day night



Dialog:

(C) THIS ONE .

(J)

Action:

NOV 04 2015

Timing:



1034-238

EPISODE #

1034/238

Production:

1034/238

1034/238

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ADVENTURE TIME



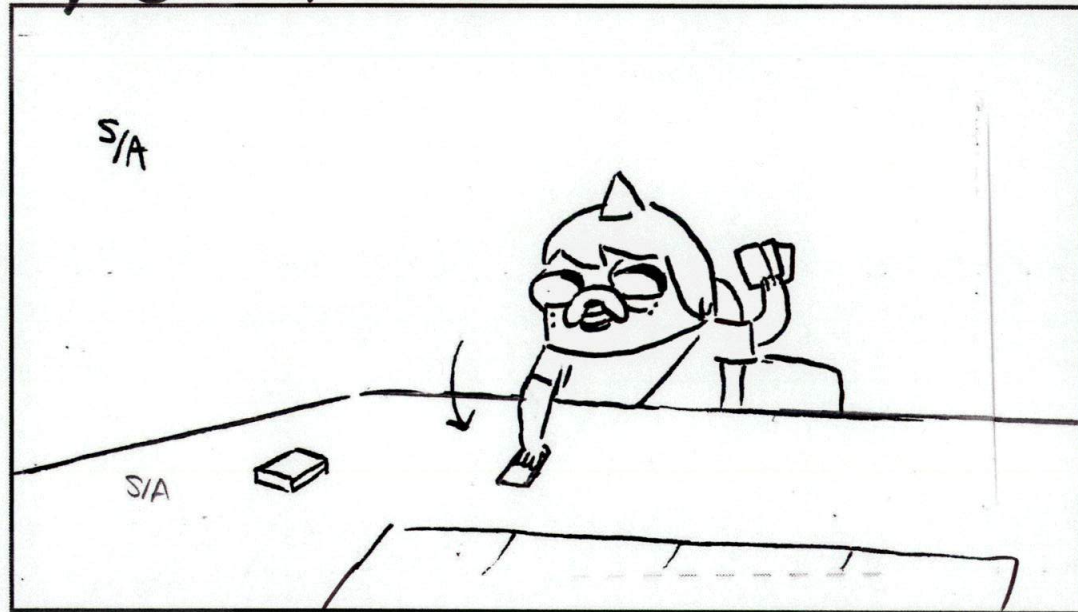
NO SC
106

Page **187**
NO PG-188
day night

Sc. **105 cont** Pnl. **L**

Bg.

day night



Sc. **105 cont** Pnl. **M**

Bg.



Dialog:

Action:

- C. LAUGHS AT WORD AS SHE
SETS DOWN CARD.

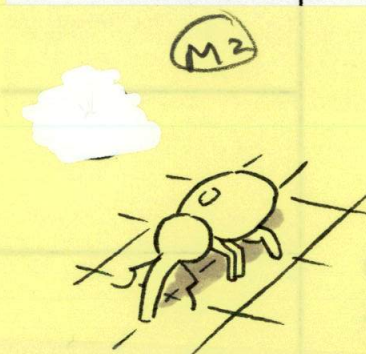
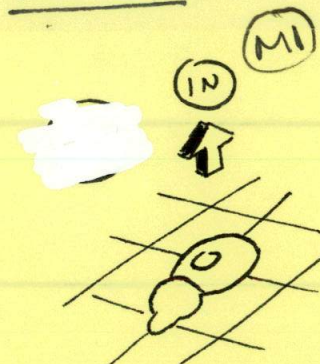
- C. TURNS CARD.

- WEEVIL APPEARS UP
THROUGH BOARD.

Timing:

DETAIL :

NOV 04 2015



1034-238

EPISODE #

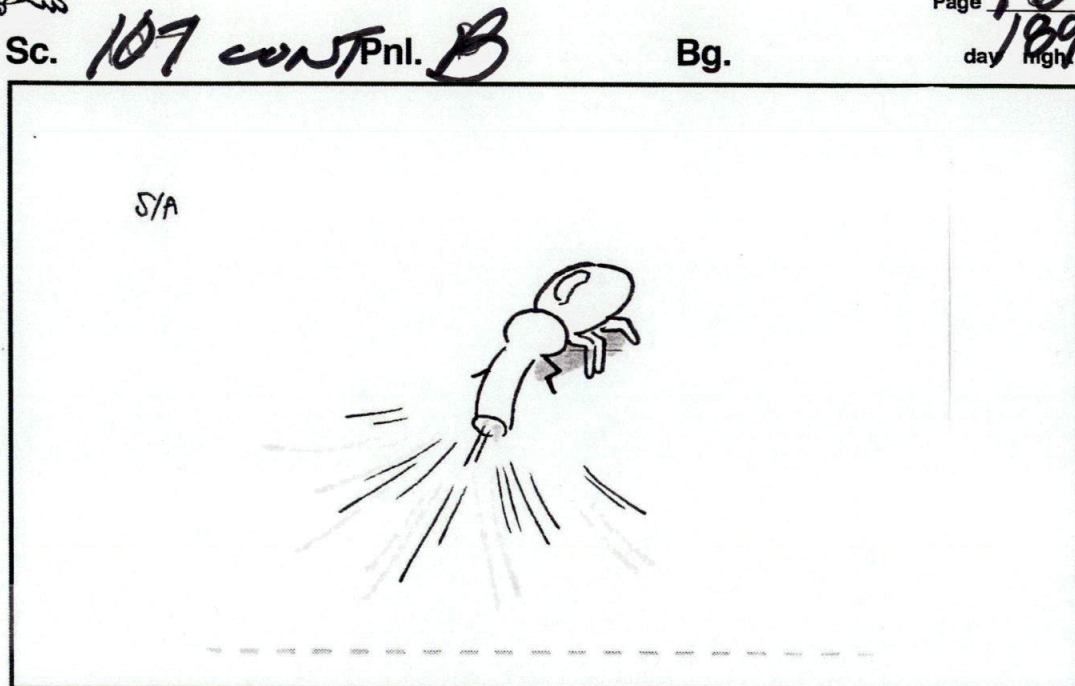
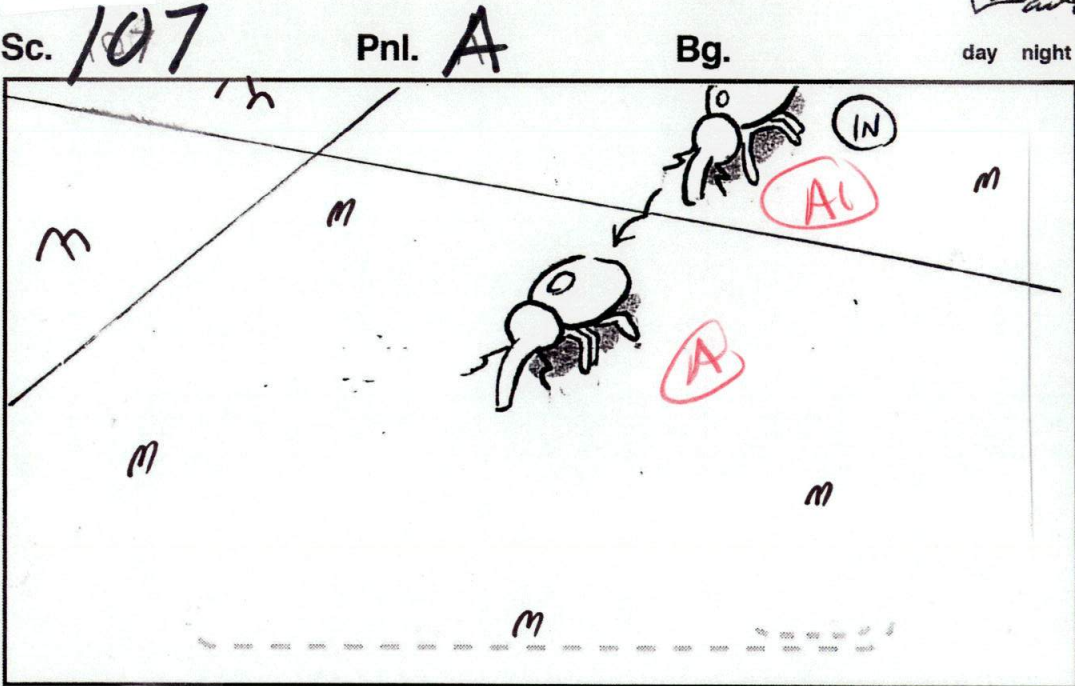
1034/238

1034/238

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1034/238

ADVENTURE TIME



Page 189
189A NEXT

Dialog: SFX: *SKITTER * (O.S.) (C) HA HA- "FLOOP"		NOV 4 2015
Action: - G. WEEVIL SKITTERS ACROSS CENTER LINE.		
Timing:		
Dialog: SFX: * VRRRRR *		
Action: - G. WEEVIL SUCKS UP WHEAT		
Timing:		

1034-238

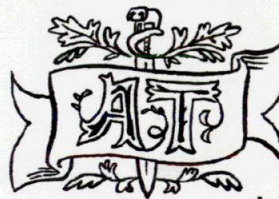
EPISODE #

1034/238

Production:

1034/238

ADVENTURE TIME

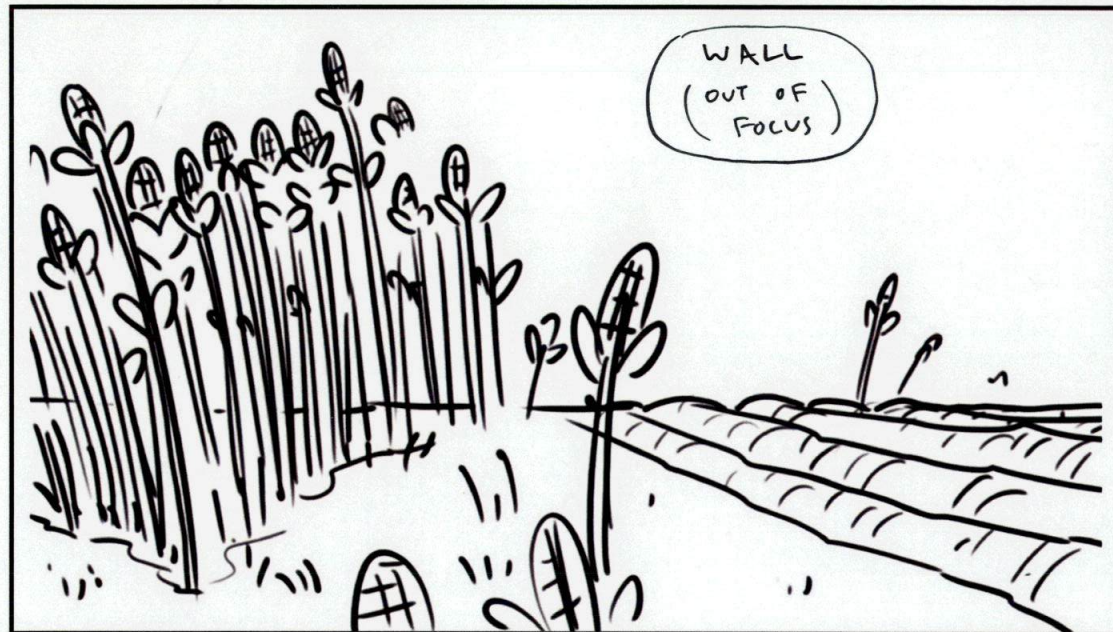


Sc. 107A

Pnl. A

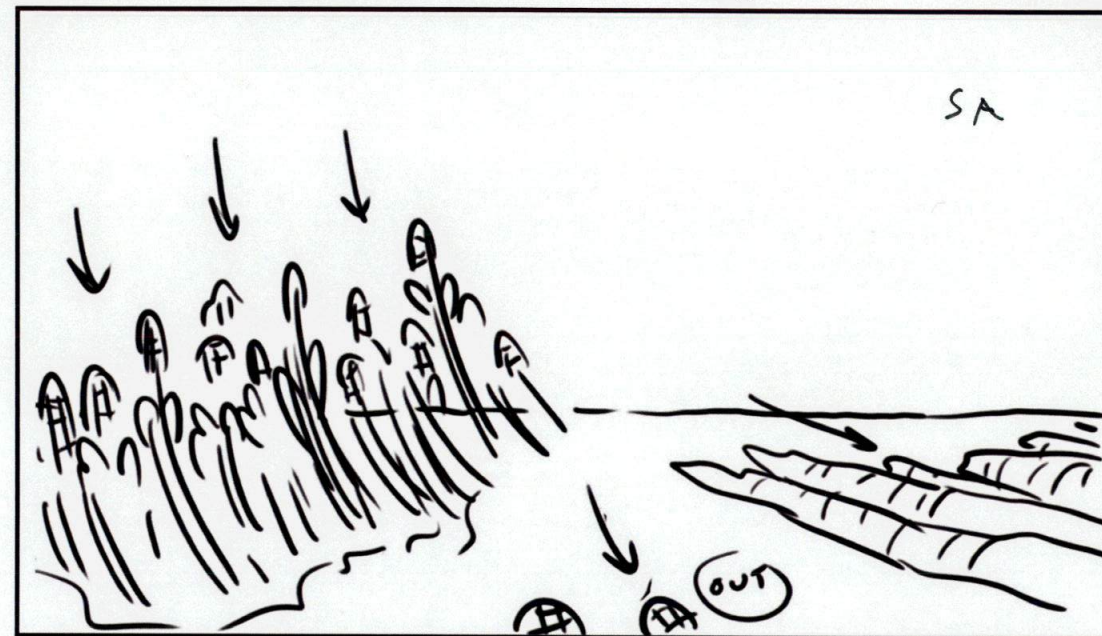
Bg.

day night



Sc. 107A *cont* Pnl. B

Bg.



Page 189A

day night

189B NEXT

Dialog:

Action:

NOV 04 2015

Timing:

EPISODE # 1034-238

Production:

1034/238

1034/238

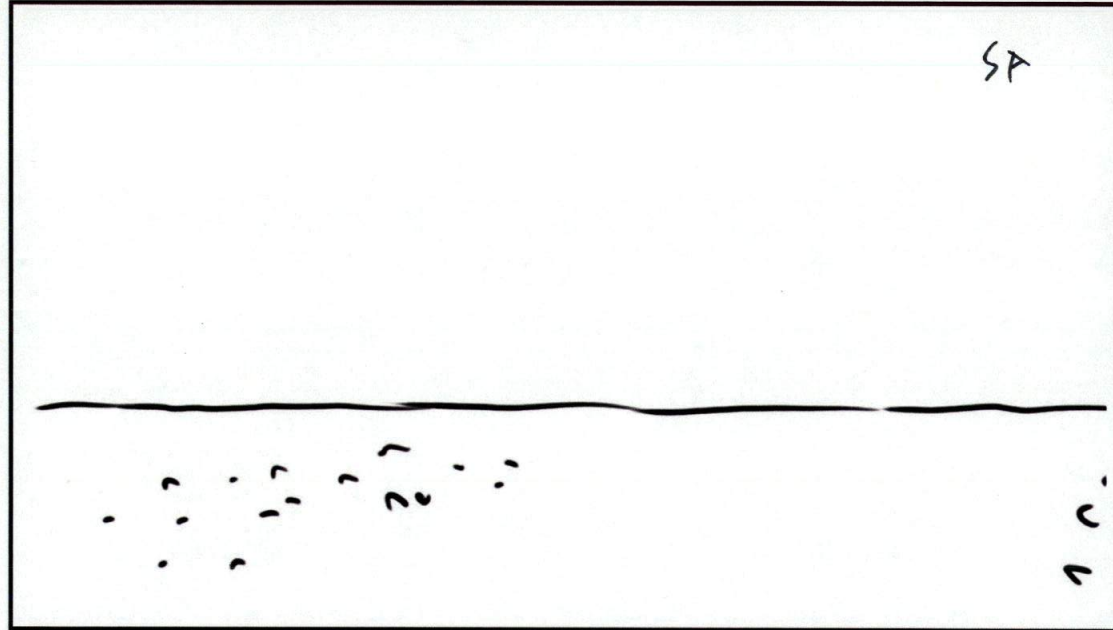
ADVENTURE TIME



Sc. 107A *cont* Pnl. C

Bg.

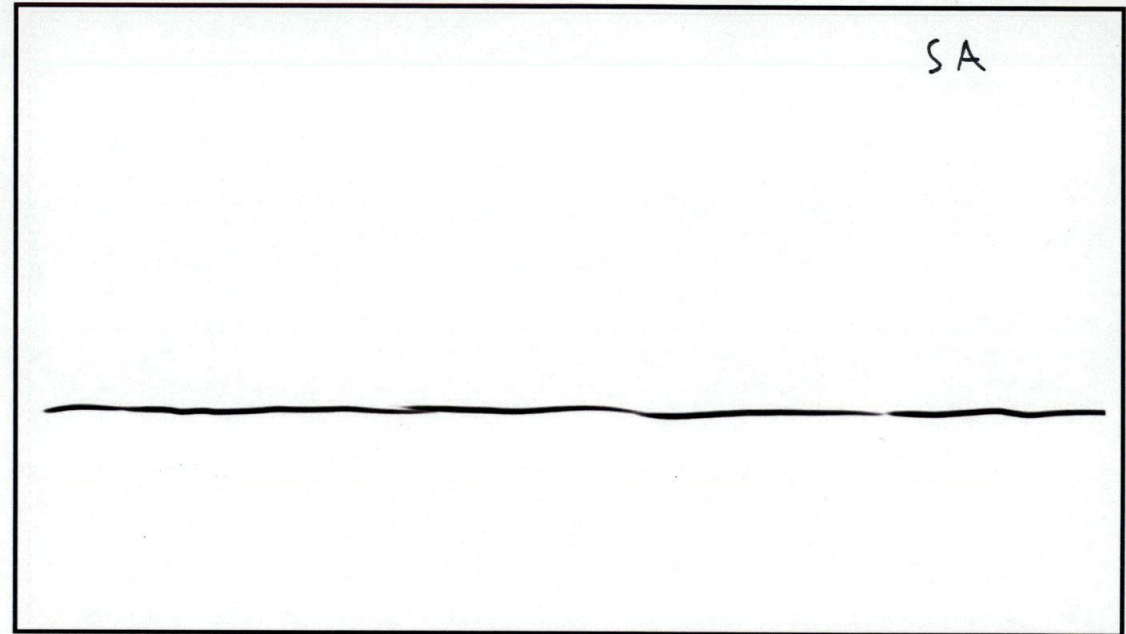
day night



Sc. 107A *cont* Pnl. D

Bg.

Page 189B
day night *189C NEXT*



Dialog:
Action:
Timing:

NOV 04 2015

EPISODE # 1034-238

1034/238

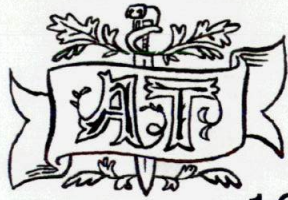
Production:

1034/238

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1034/238

ADVENTURE TIME

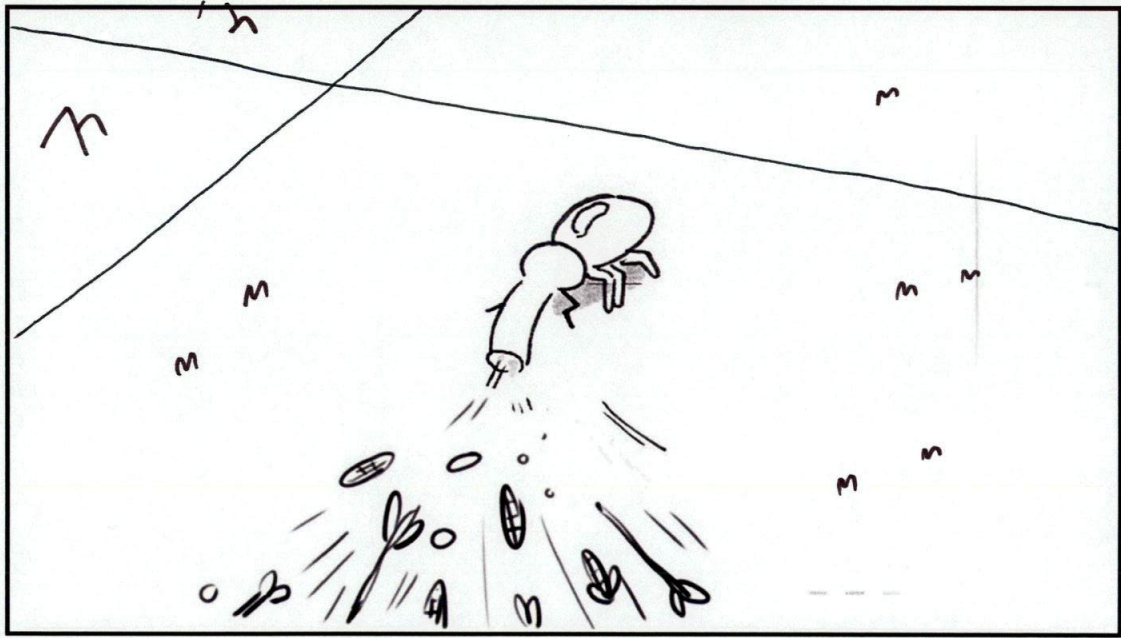


Sc. 107B

Pnl. A

Bg.

day night



Sc. 107B *CONT* Pnl. B

Bg.



190 NEXT

Dialog:
Action:
Timing:

NOV 04 2015

EPISODE # 1034-238

Production:

1034/238

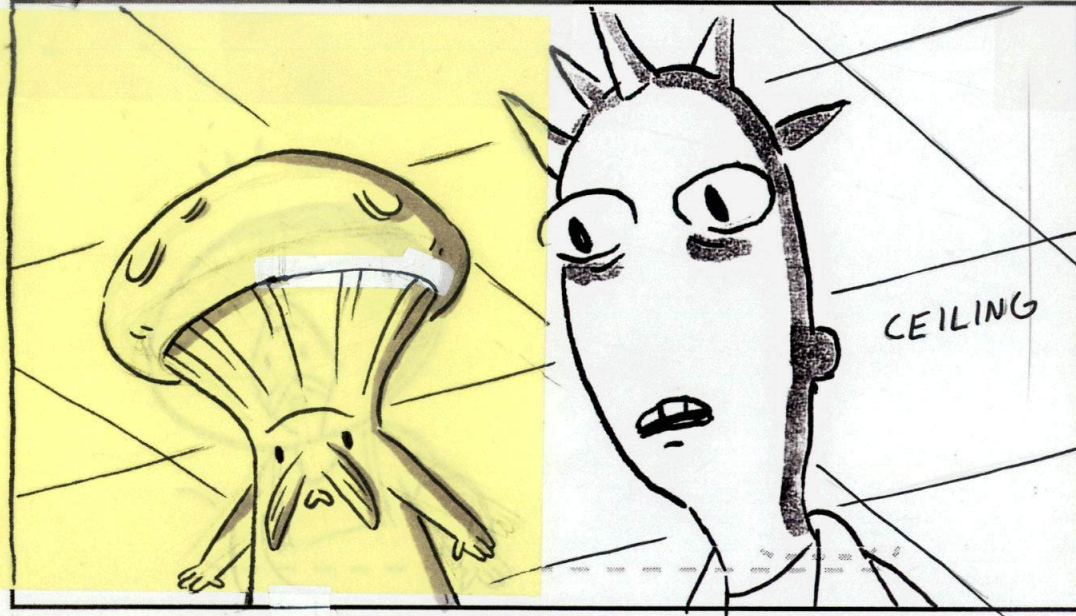
1034/238

ADVENTURE TIME

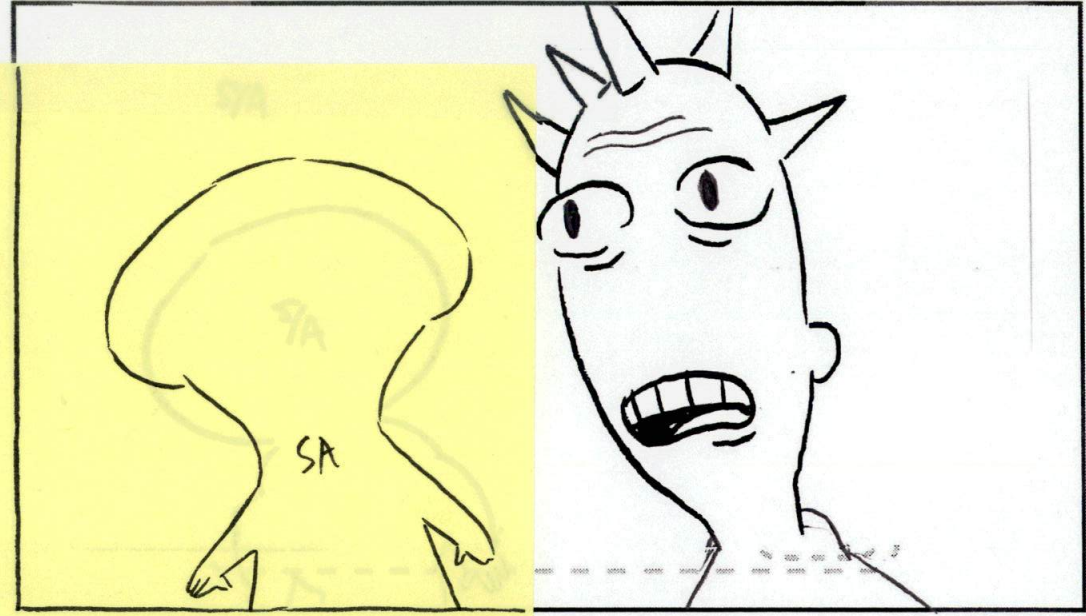


Page **190**

Sc. **108** Pnl. **A** Bg. day night



Sc. **108 CONT** Pnl. **B** Bg. day night



Dialog:	<u>PP</u> : GRANARY WEEVIL!!	<u>PP</u> : ON YOUR FIRST DRAW?
Action:		
Timing:	NOV 9 1 2005	

EPISODE # **1034-238**

Production:

1034/238

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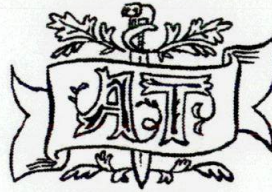
1034/238

1034/238

1034/238

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ADVENTURE TIME



No Sc109

Page 191
day night

Sc. 108 cont Pnl. C

Bg.

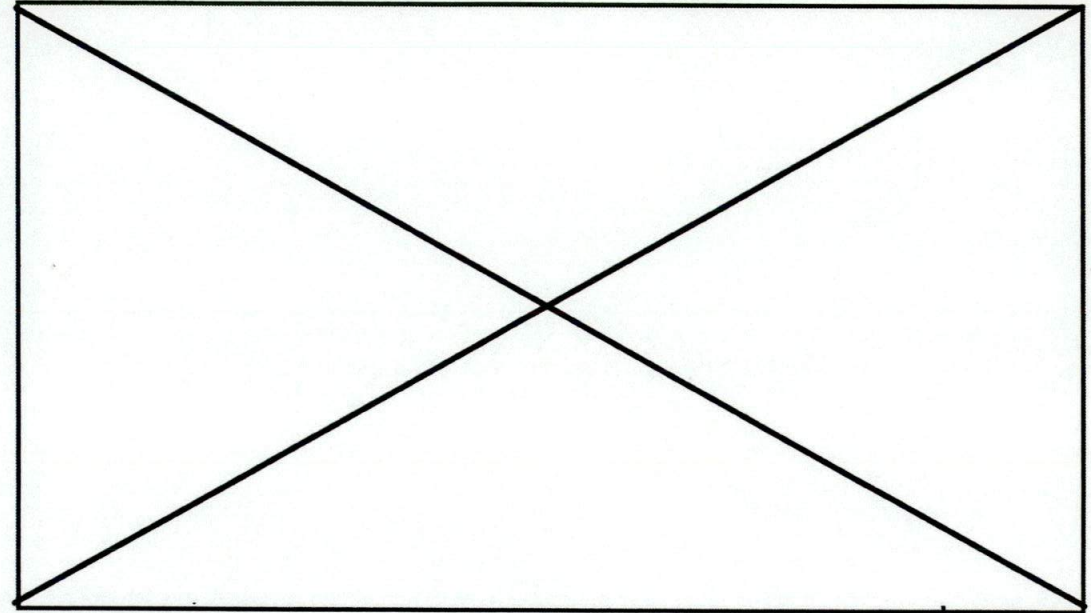
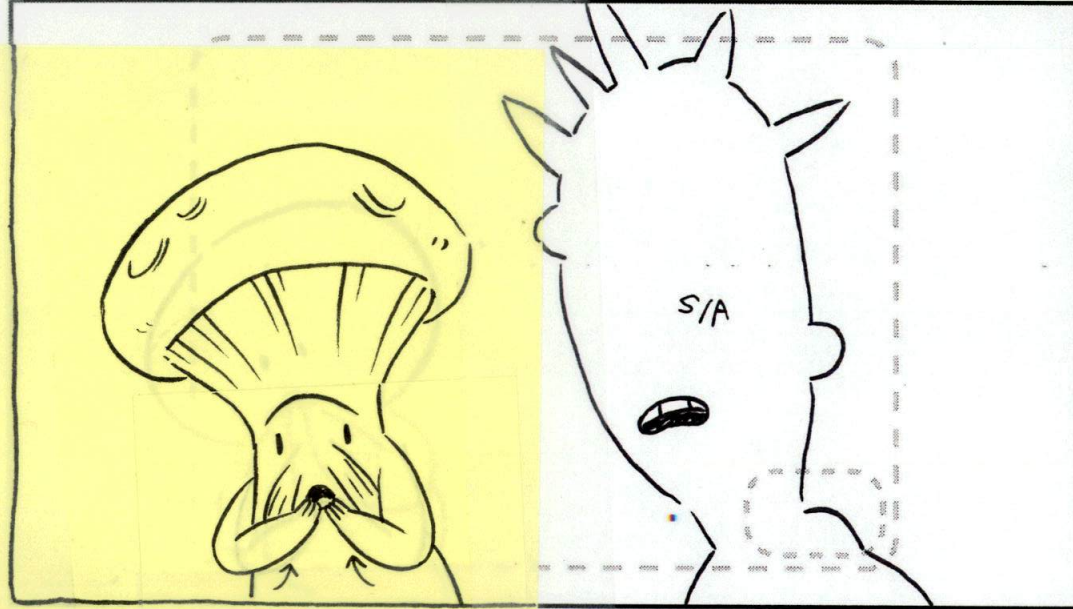
day night

Sc.

Pnl.

Bg.

day night



Dialog:

R: UNPRECEDENTED.

Action:

NOV 04 2015

Timing:

Production:

EPISODE # 1034-238

1034/238

1034/238

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 110 Pnl. A Bg. day night

Dialog:	(J) AND --
Action:	NOV 04 2015
Timing:	

EPISODE # 1034-238

Production:

ADVENTURE TIME



Page **193**

Sc. **110 cont** Pnl. **B**

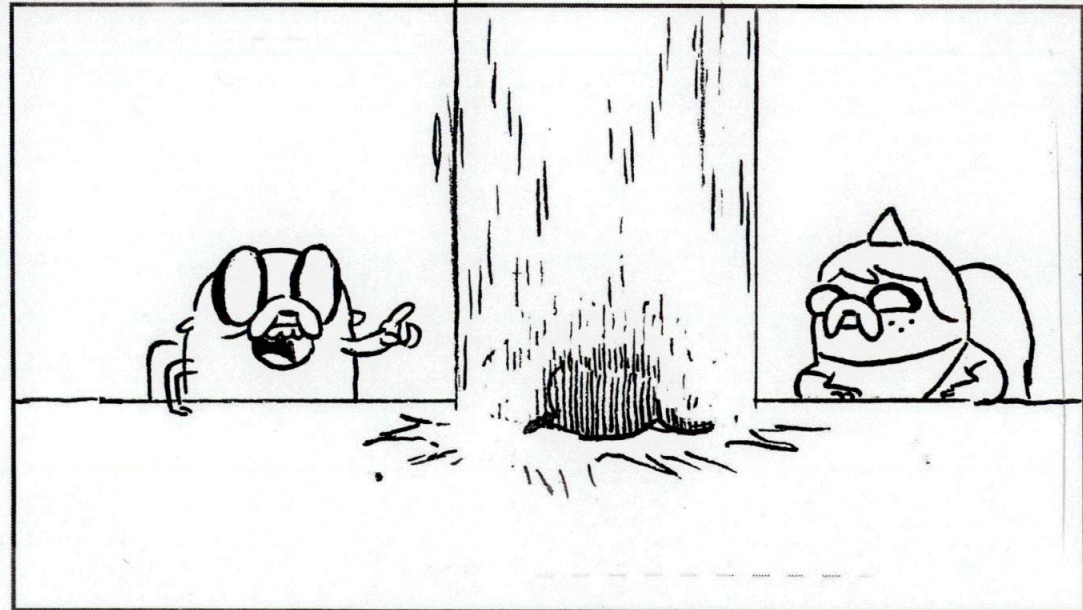
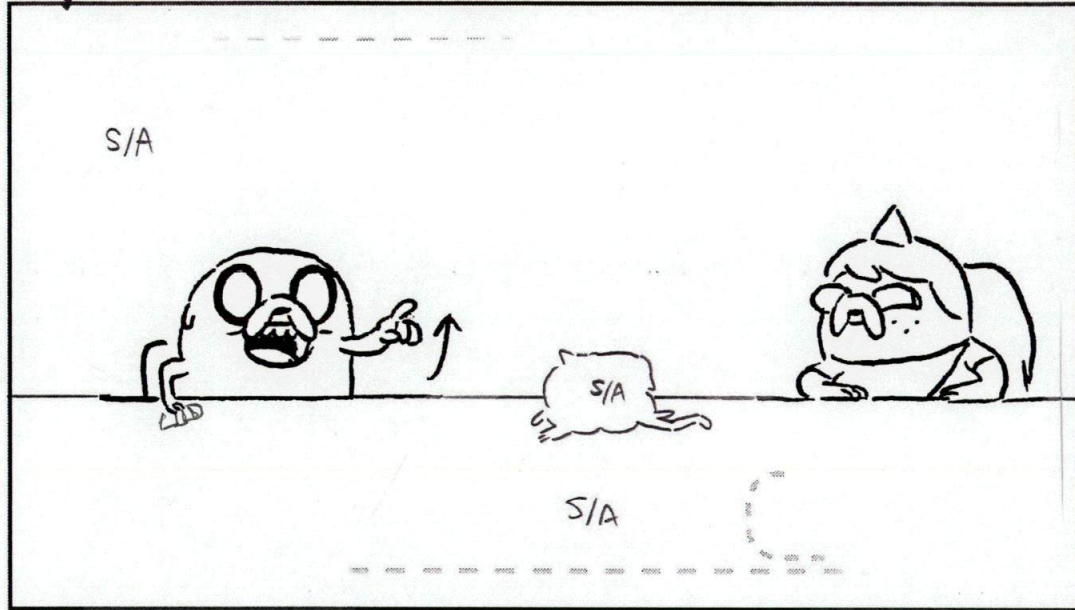
Bg.

day night

Sc. **110 cont** Pnl. **C**

Bg.

day night



Dialog:

① COMBINED WITH A DOWNED
FEED MAN - THAT MEANS --

SFX:

POOM!

Action:

(Handwritten on a yellow sticky note)
S/A
B
① arm point
Down

-COLUMN of LIGHT EXPLODES UPWARD.
NOV 04 2015

Timing:

EPISODE # **1034-238**

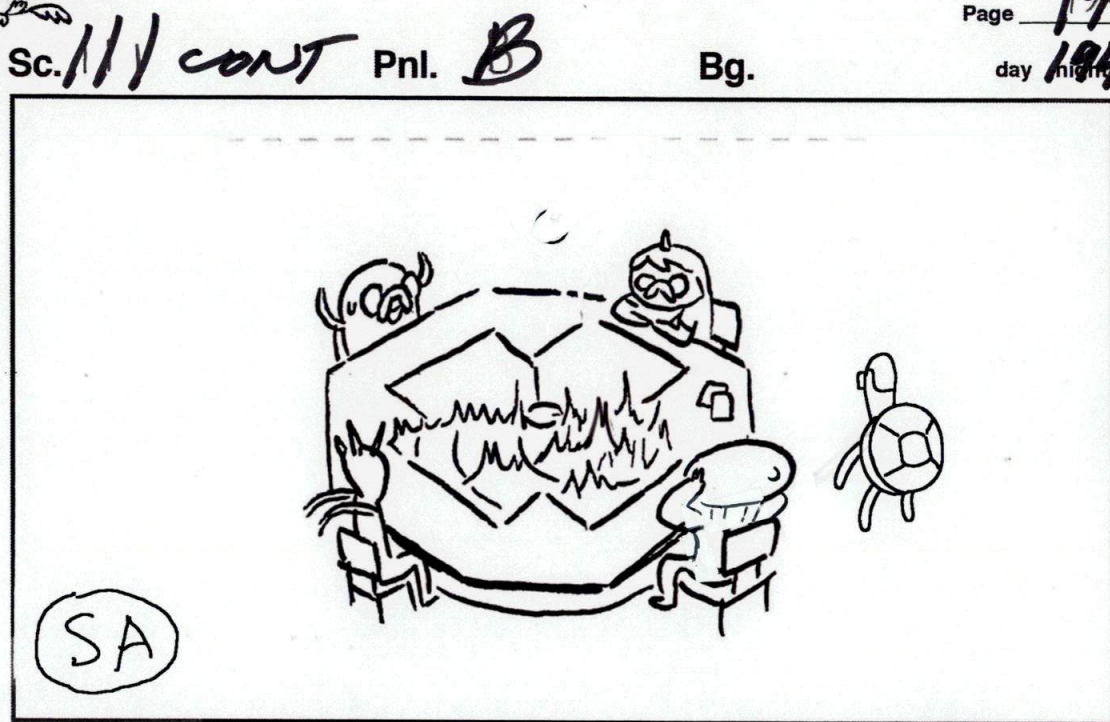
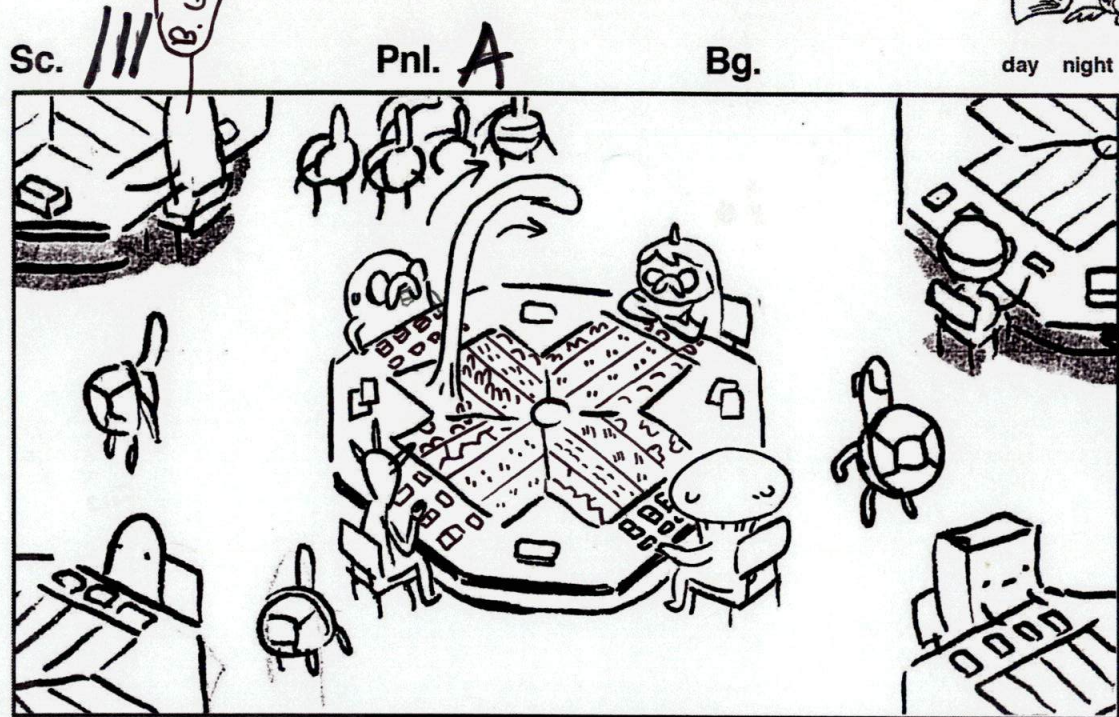
Production:

1034/238

1034/238

1034/238

ADVENTURE TIME



Dialog:

TA: That's right! It's infinite Hay-maker!

SFX: * WHISTLING *

TA: THAT'S GAME!

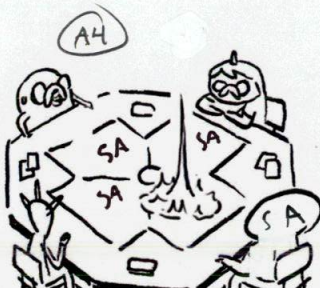
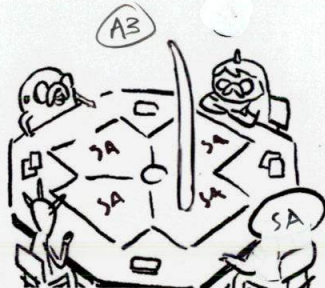
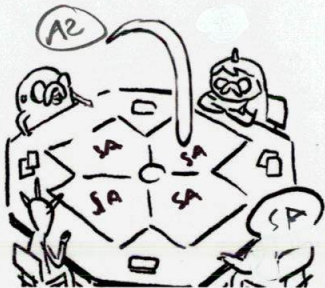
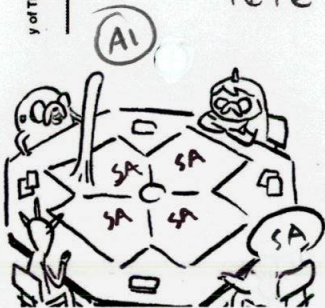
SFX: * FSHHH!! *

NOV 04 2015

Action:

- BOLT ARCS TOWARDS REGGIE AND PETE THE PUNK'S SIDE

- BOLT WIPES OUT



Production:

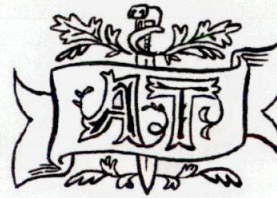
EPISODE #

1034-238

1034/238

Page 194
194A NEXT

ADVENTURE TIME



JAMAICA

Page 194A
195 NEXT

Sc. 111A

Pnl. A

Bg.

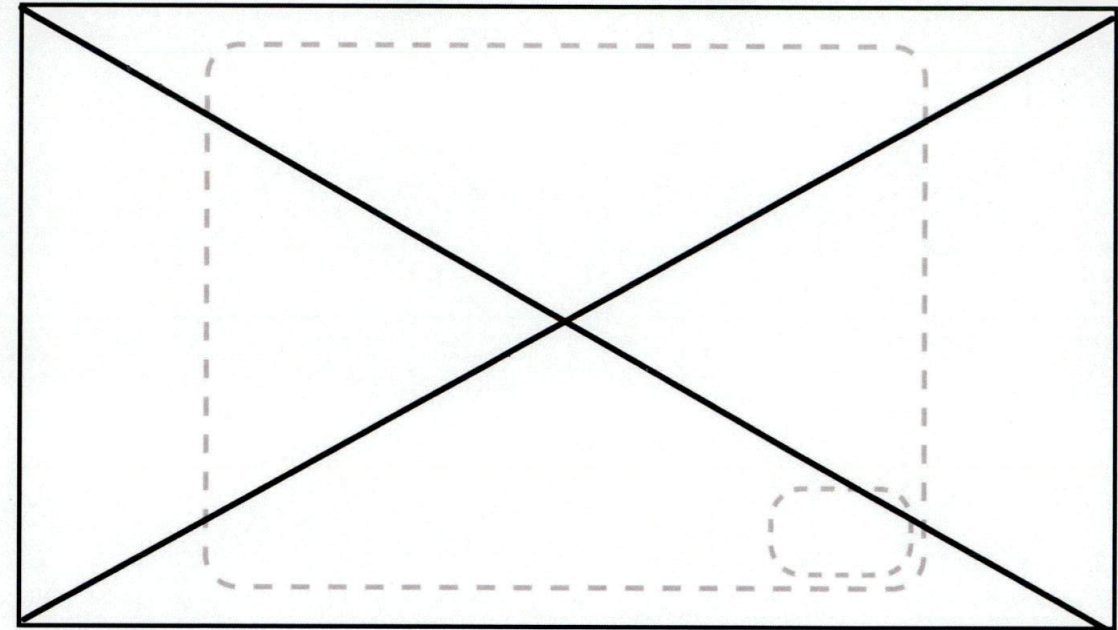
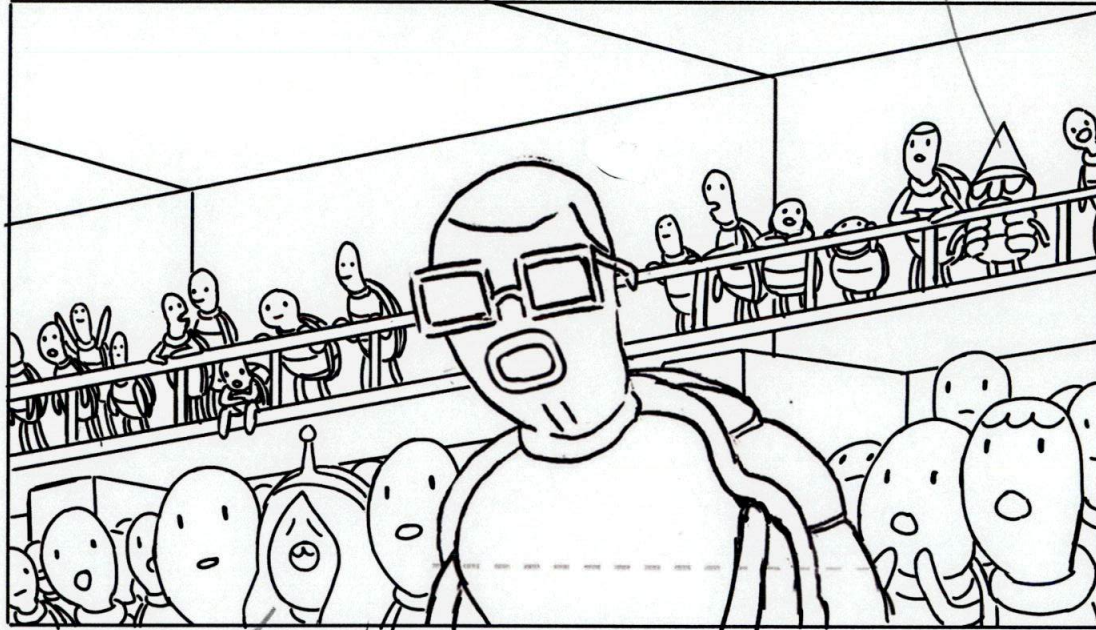
day night

Sc.

Pnl.

Bg.

day night



Dialog:

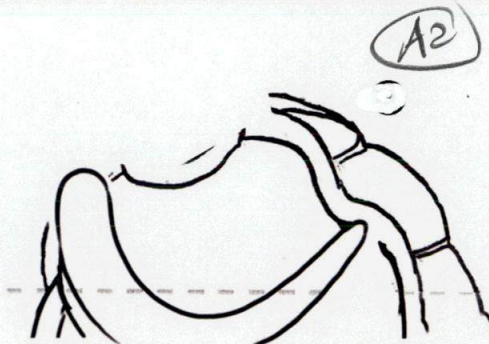
TURTLE P.

TA/ A stunning move from the newcomer Charlie. She's a real protege.

Action:

NOV 04 2015

Timing:



1034-238

EPISODE #

1034/238

Production:

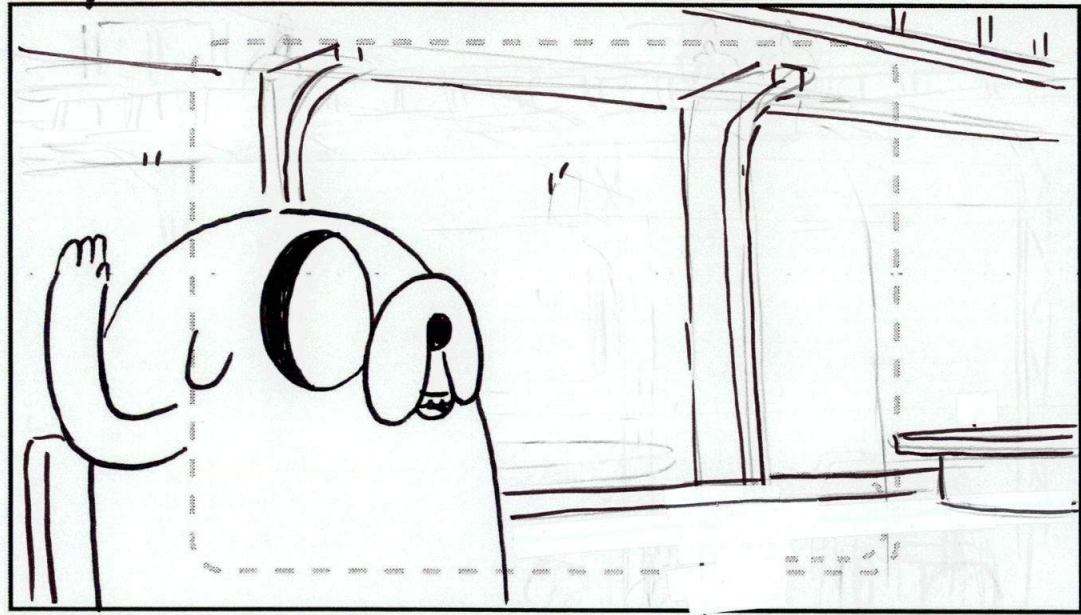
1034/238

1034/238

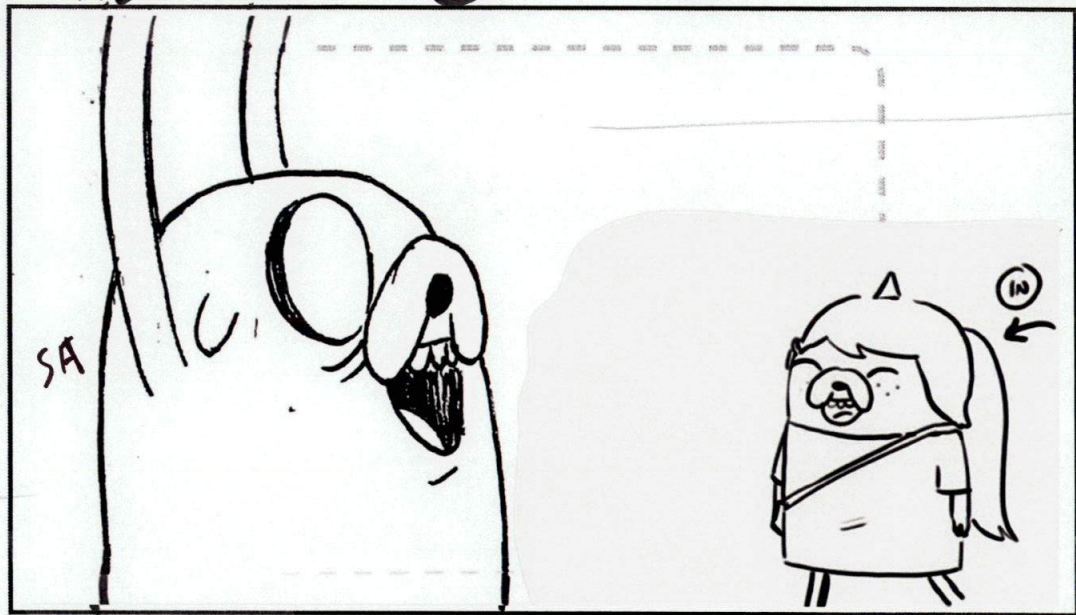
ADVENTURE TIME



Sc. 112 Pnl. A Bg. day night



Sc. 112 CONT Pnl. B Bg. day night



Dialog:	(J) WE WINNN! (J) HA HAHA--
Action:	- J. THROWS UP ARMS NOV 04 2015
Timing:	

1034-238

EPISODE #

1034/238

Production:

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1034/238

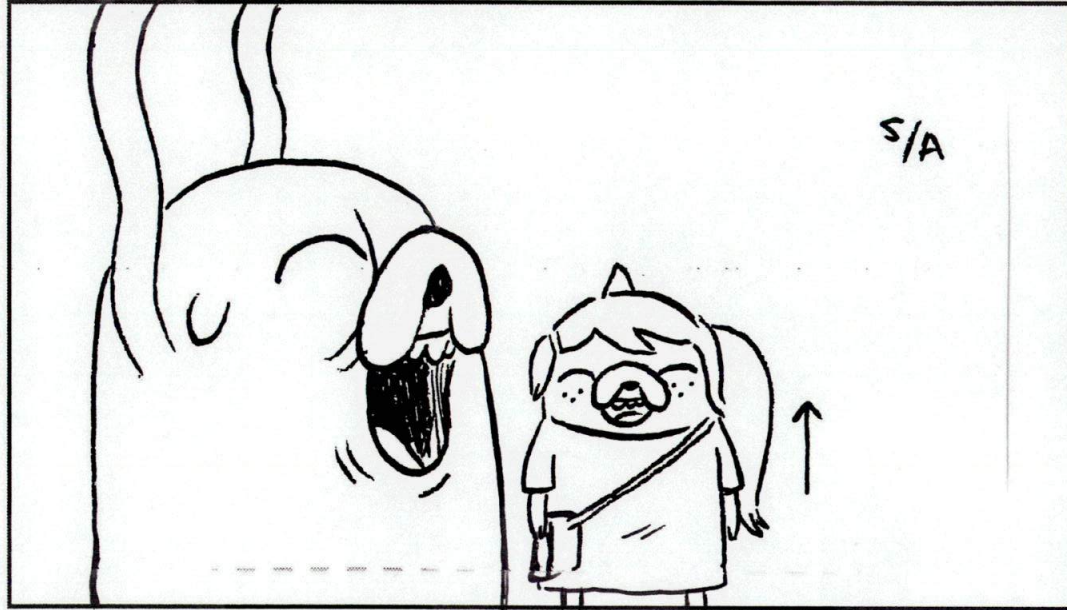
ADVENTURE TIME



Sc. 112 CONT Pnl. C

Bg.

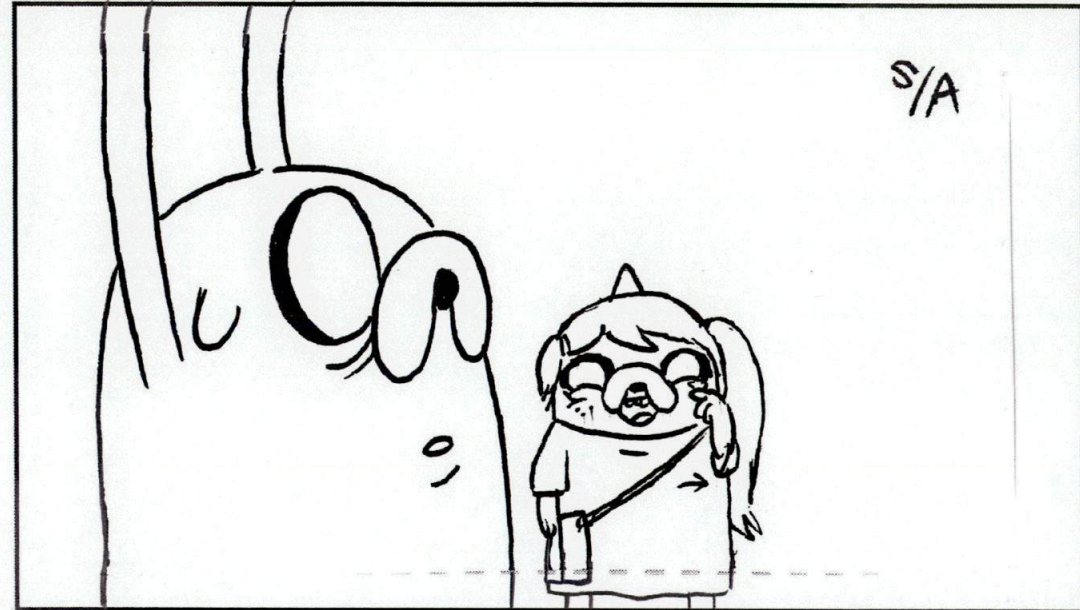
day night



Sc. 112 CONT Pnl. D

Bg.

day night



Dialog:

C+J: [LAUGHING TOGETHER]

C: (LAUGHING) Yeah, I'M OUT...

Action:

- C. STANDS UP.

- C. WIPES TEAR.

NOV 04 2015

Timing:

EPISODE # 1034-238

1034/238

Production:

1034/238

1034/238

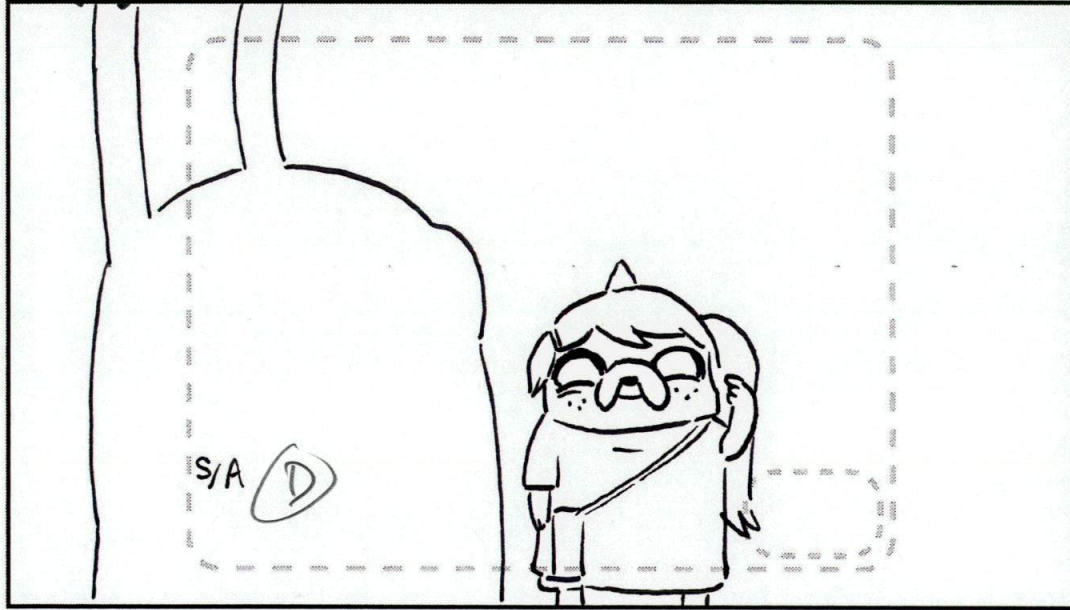
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ADVENTURE TIME



Page **197**
day night

Sc. **112 CONT** Pnl. **E** Bg.



day night

Sc. **112 CONT** Pnl. **F** Bg.



day night

Dialog:

(J) WHAT!

Action:

- J. TURNS TOWARDS C.

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

Production:

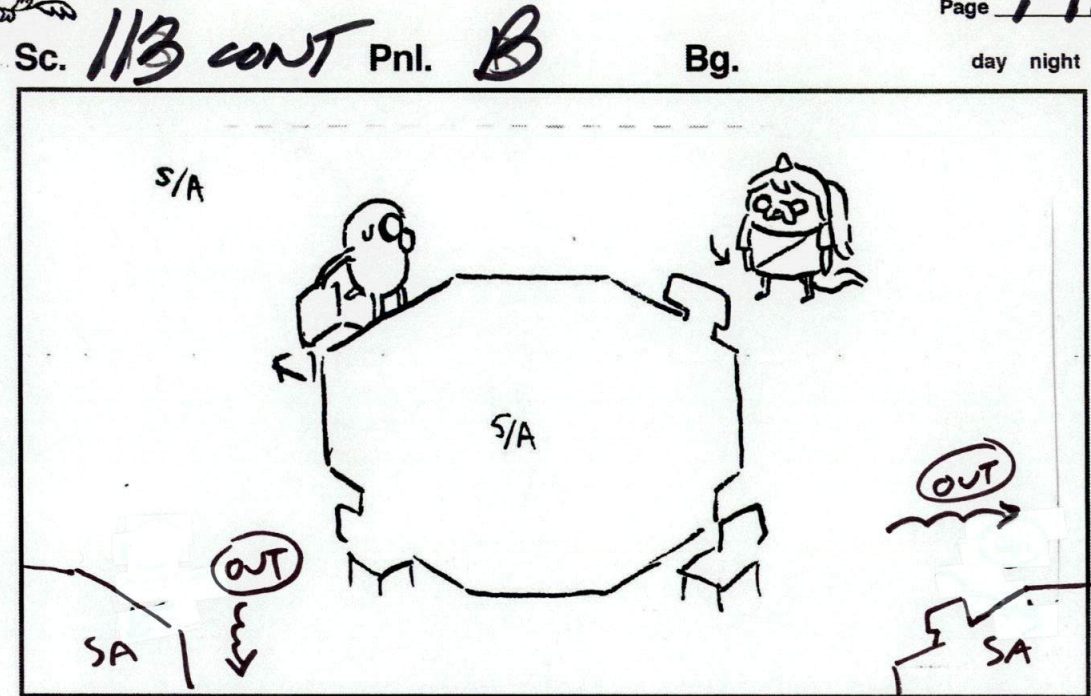
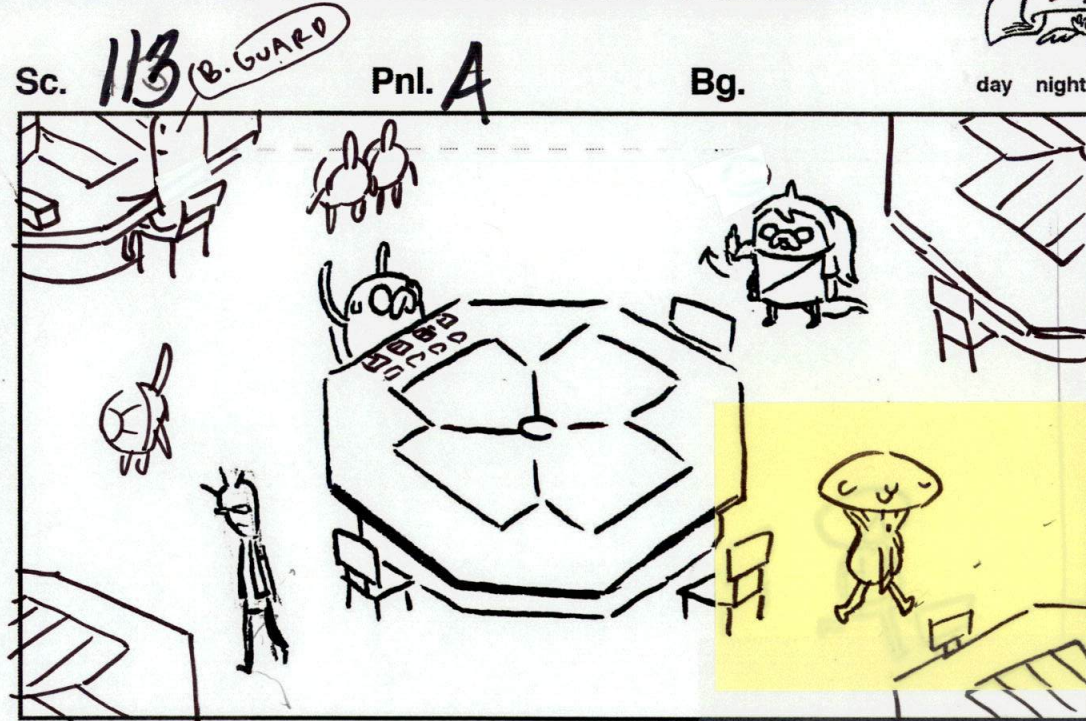
1034/238

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ADVENTURE TIME

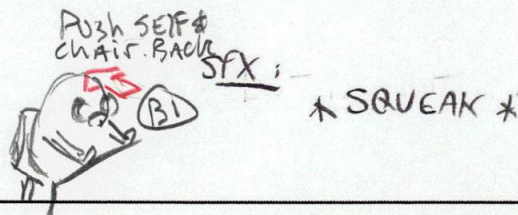


Page 198



Dialog:

(C) ONE BONE, ONE GAME.



Action:

- PETE THE PUNK + REGGIE WALK AWAY.

- J. STANDS UP.

NOV 04 2015

Timing:



EPISODE # 1034-238

1034/238

Production:

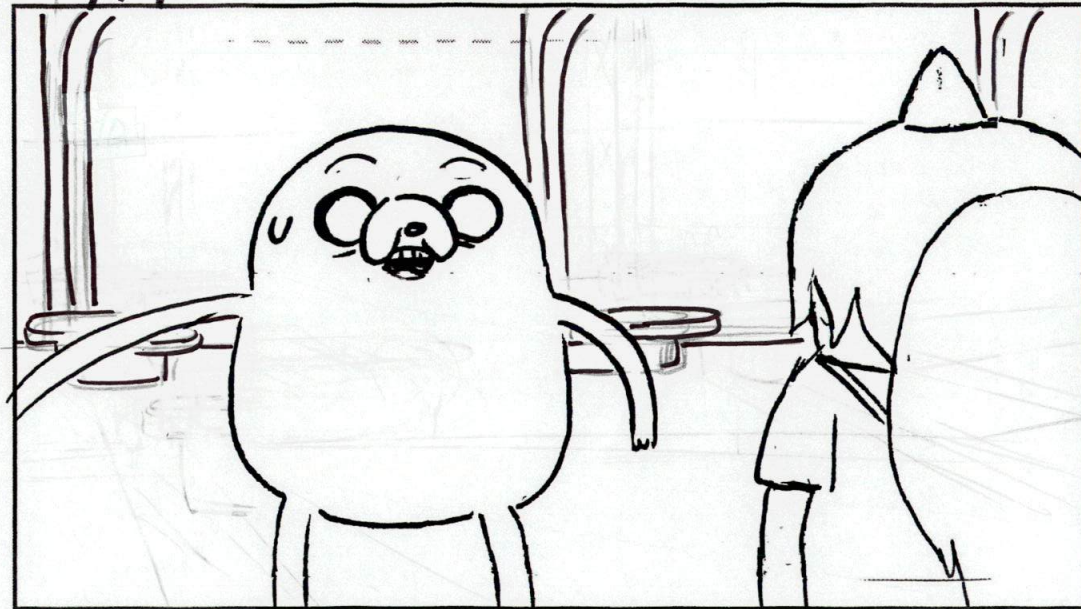
1034/238

ADVENTURE TIME

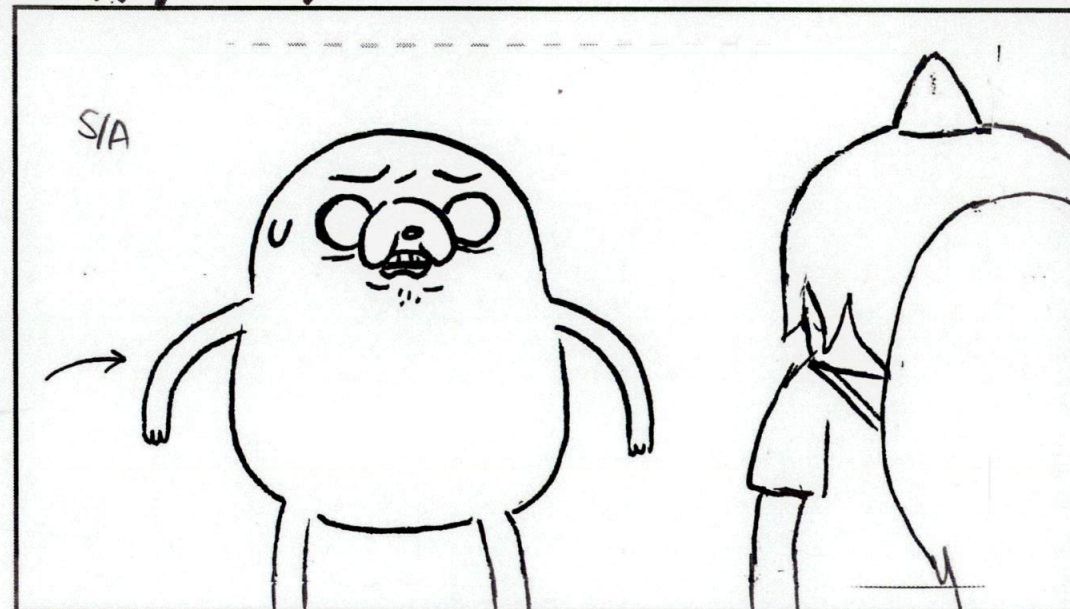


Page 199
 NO PG 200
 day night

Sc. 114 Pnl. A Bg. day night



Sc. 114 CONT Pnl. B Bg. day night



Dialog:

(J) BUT...

(J) I'M BURYING MY TWENTIES.

Action:

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

Production:

1034/238

1034/238

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ADVENTURE TIME

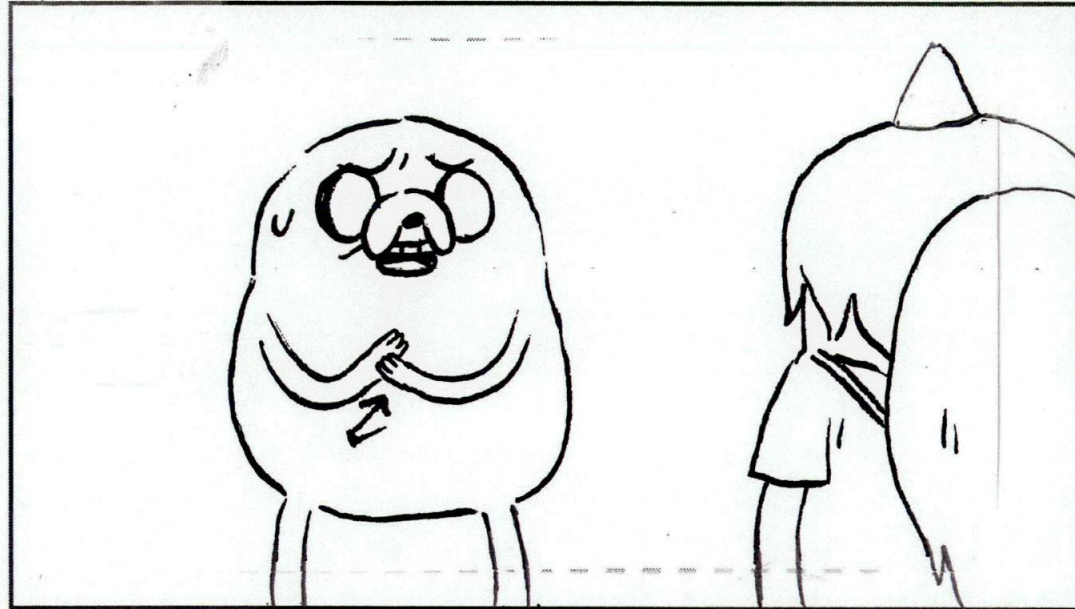


Page **201**

Sc. 114 **CONT** Pnl. C

Bg.

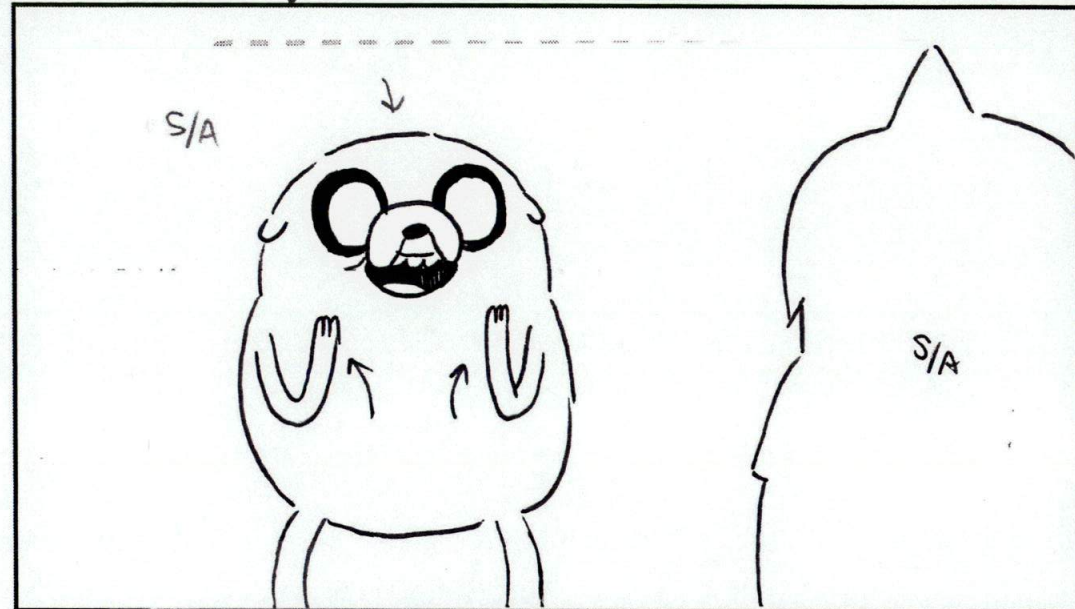
day night



Sc. 114 **CONT** Pnl. D

Bg.

day night



Dialog:

① DO YOU WANT MORE BONES --

① IS THAT IT?

Action:

-J. RUBS HAND NERVOUSLY.

NOV 04 2015

Timing:

S/A ©
①

1034-238

EPISODE #

1034/238

Production:

1034/238

ADVENTURE TIME

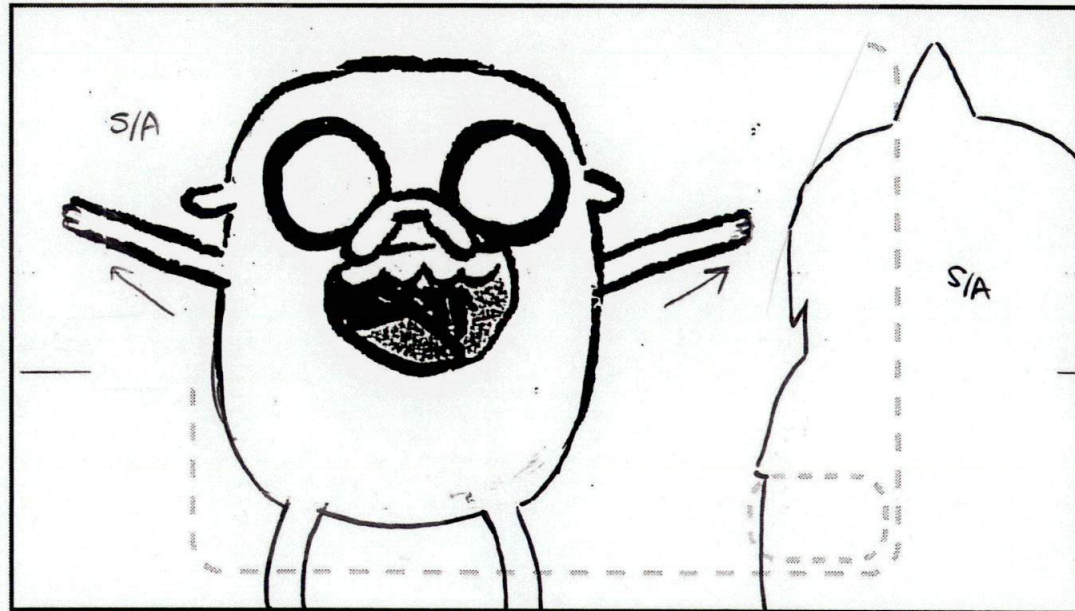


Page **202**

Sc. 114 **CONT** Pnl. E

Bg.

day night

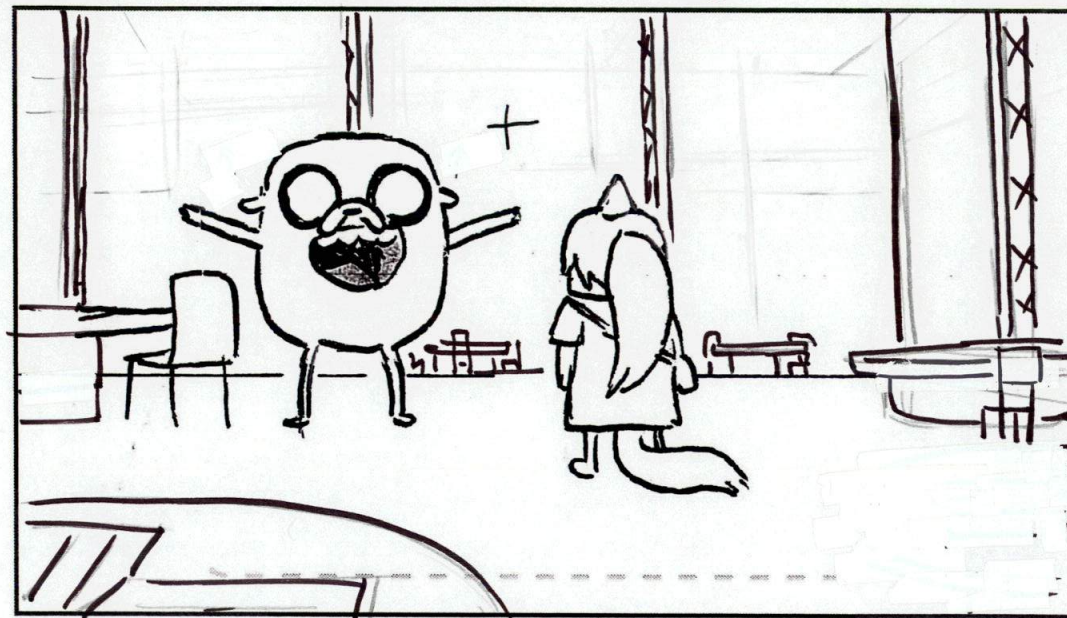


Sc 115

Pnl. A

Bg.

day night



Dialog:

① TAKE. EM ALL!

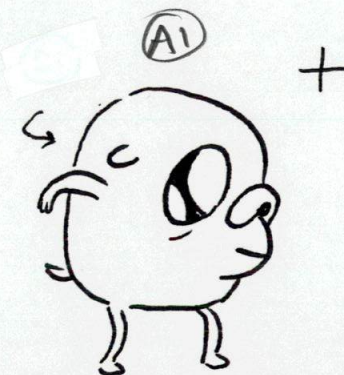
Action:

-J. GROWS/ HEAD SWELLS.

-J. CONTINUES GROWING.

Timing:

NOV 04 2015



EPISODE # 1034-238

Production:

1034/238

1034/238

1034/238

1034/238

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ADVENTURE TIME

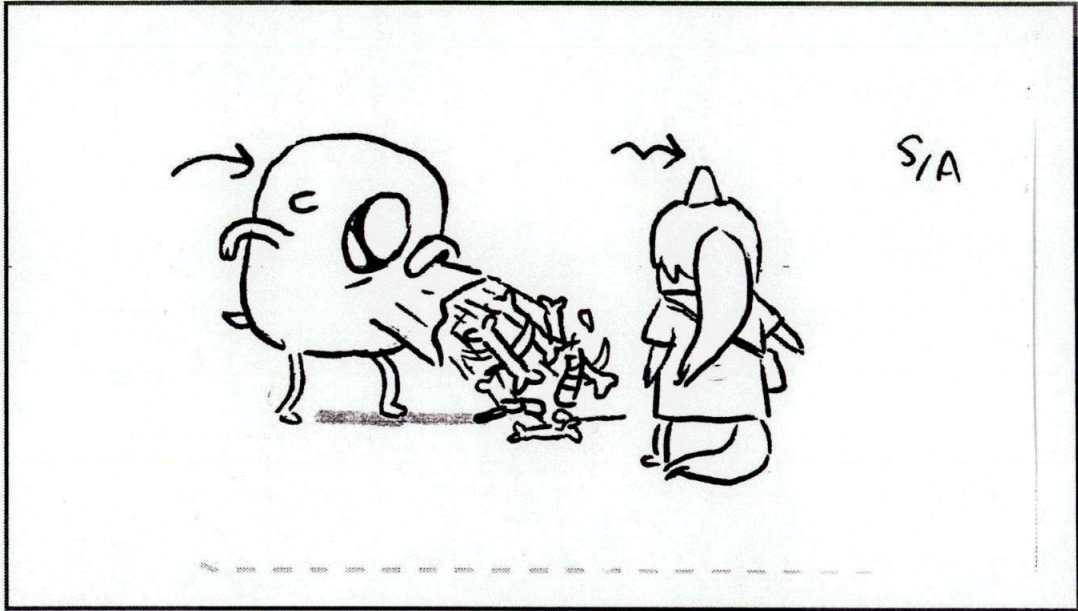


Page **203**

Sc. 115 **CONT** Pnl. B

Bg.

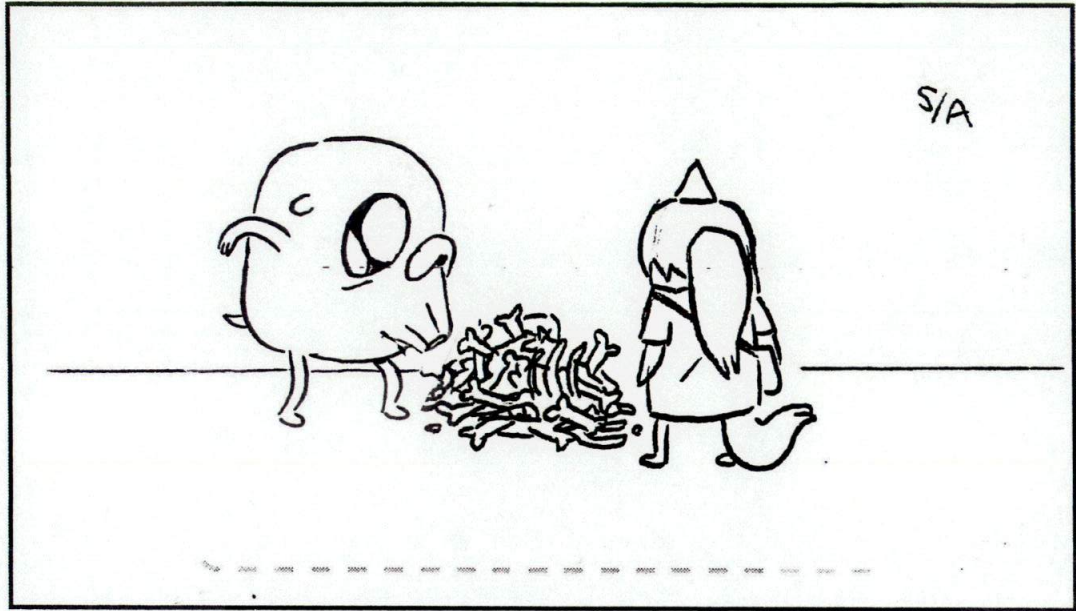
day night



Sc. 115 **CONT** Pnl. C

Bg.

day night



Dialog:	
<u>SFX:</u> *CLATTER*	
Action:	- J. SPITS OUT BONES IN A PILE. - C. STEPS ASIDE.
Timing:	NOV 04 2011

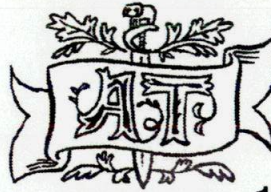
EPISODE # 1034-238

Production:

1034/238

1034/238

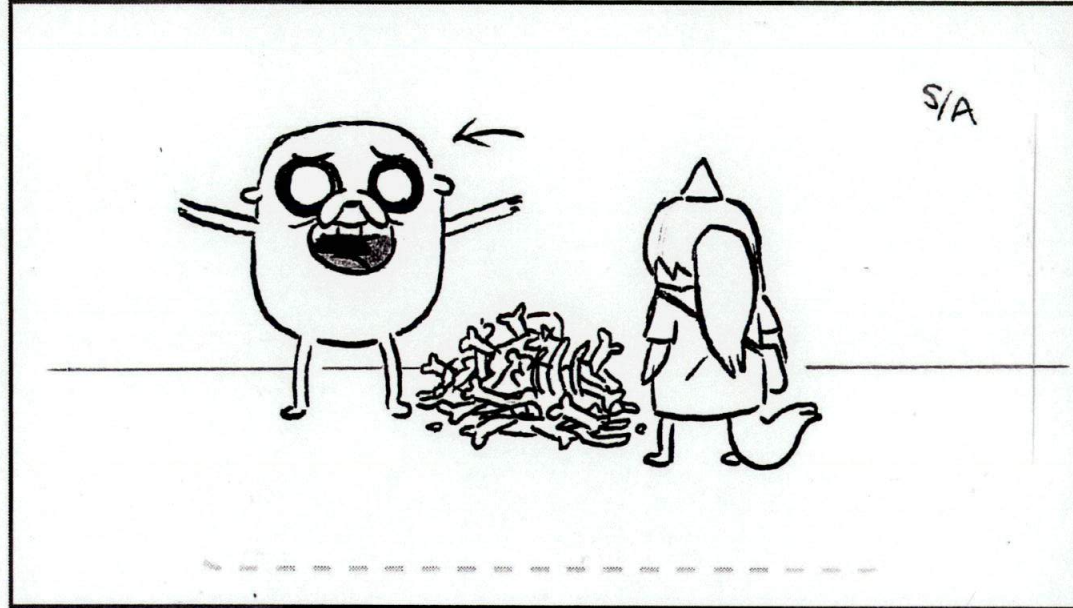
ADVENTURE TIME



Sc. 115 *CONT* Pnl. D

Bg.

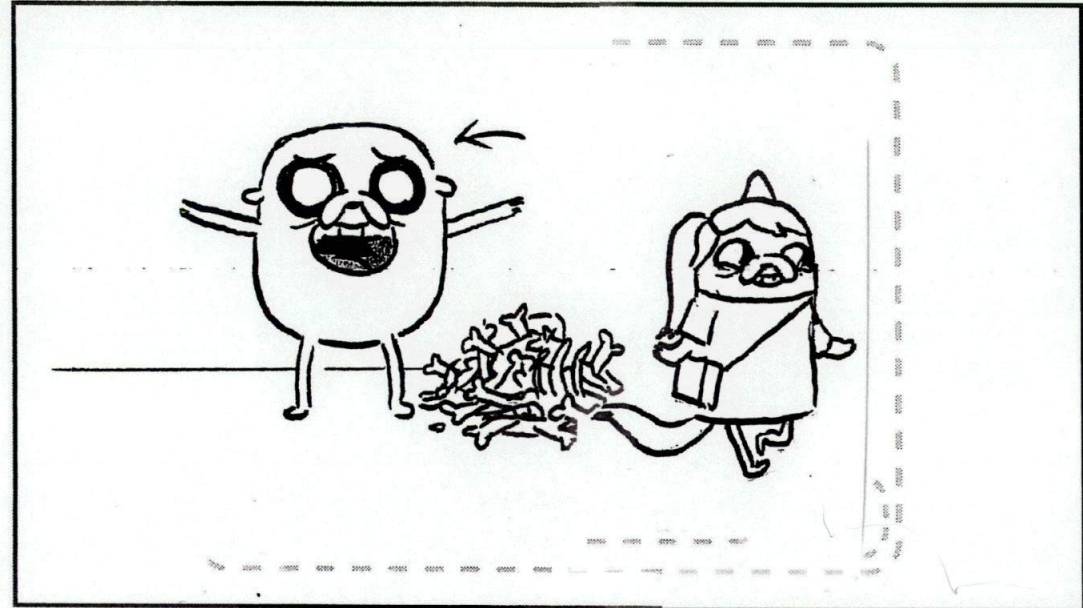
day night



Sc. 115 *CONT* Pnl. E

Bg.

Page *204*
day night



Dialog:

① EH ?

Action:

- C. TURNS AWAY.

NOV 04 2015

Timing:

EPISODE # 1034-238

1034/238

Production:

1034/238

ADVENTURE TIME

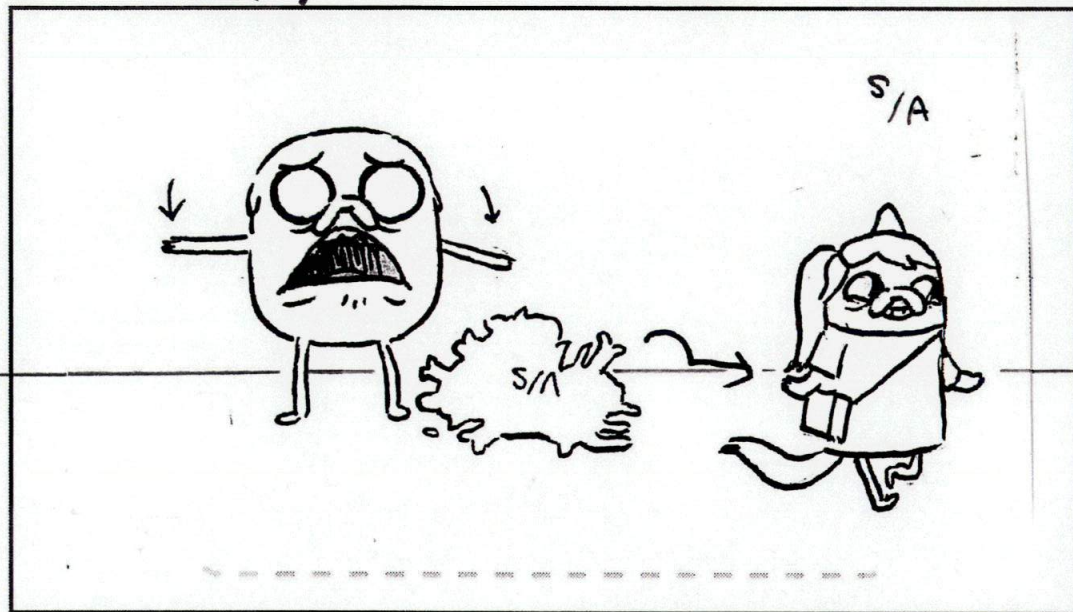


Page **205**
day night

Sc. 115 **CONT** Pnl. F

Bg.

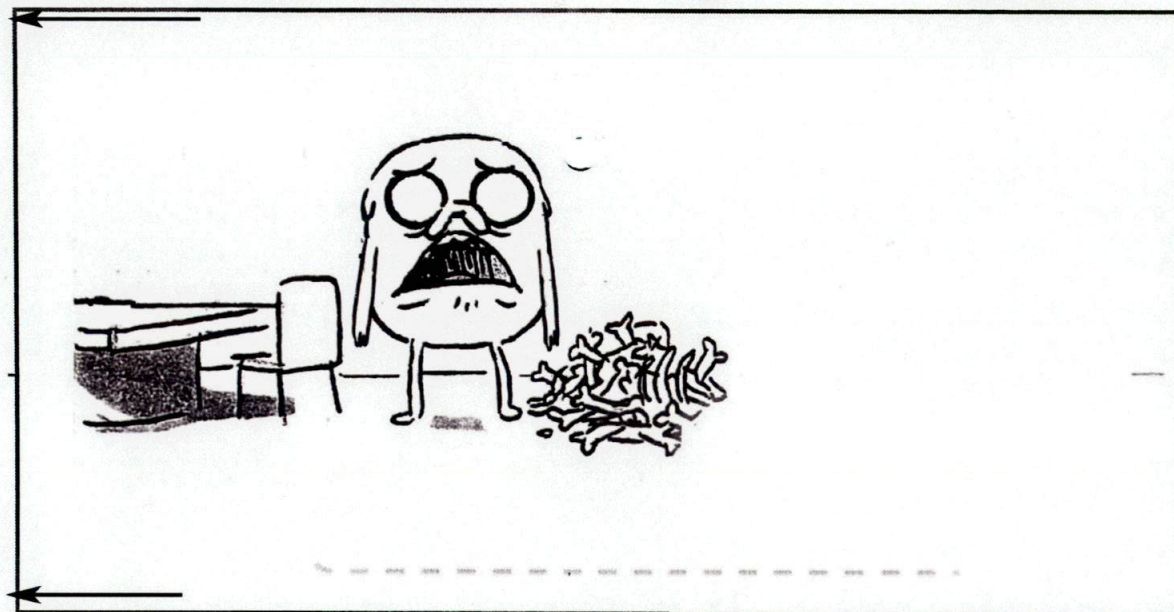
day night



Sc. 115 **CONT** Pnl. G

Bg.

day night



Dialog:

(C) I ONLY NEED ONE.

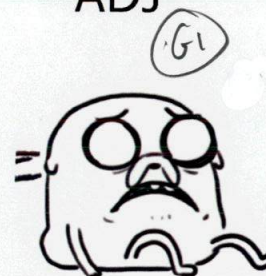
(C) (0/5) CATCHYA ON THE FLIP.

Action:

-C. WALKS OFF/S.

- ADJ

Timing:



NOV 04 2015

Production:

1034/238

1034/238

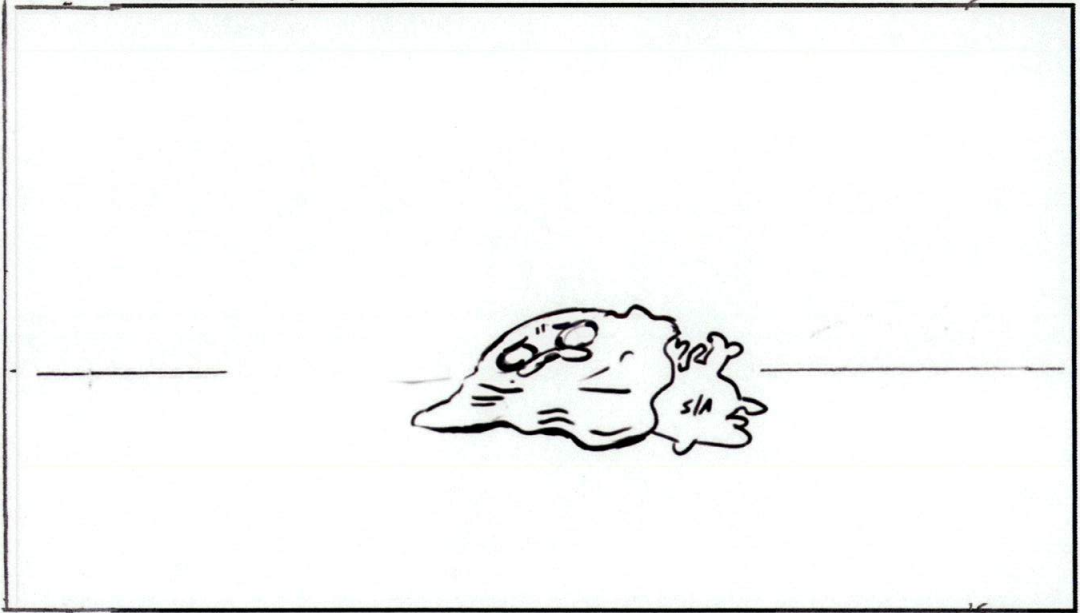
ADVENTURE TIME



Sc. 115 *CONT* Pnl. H

Bg.

day night



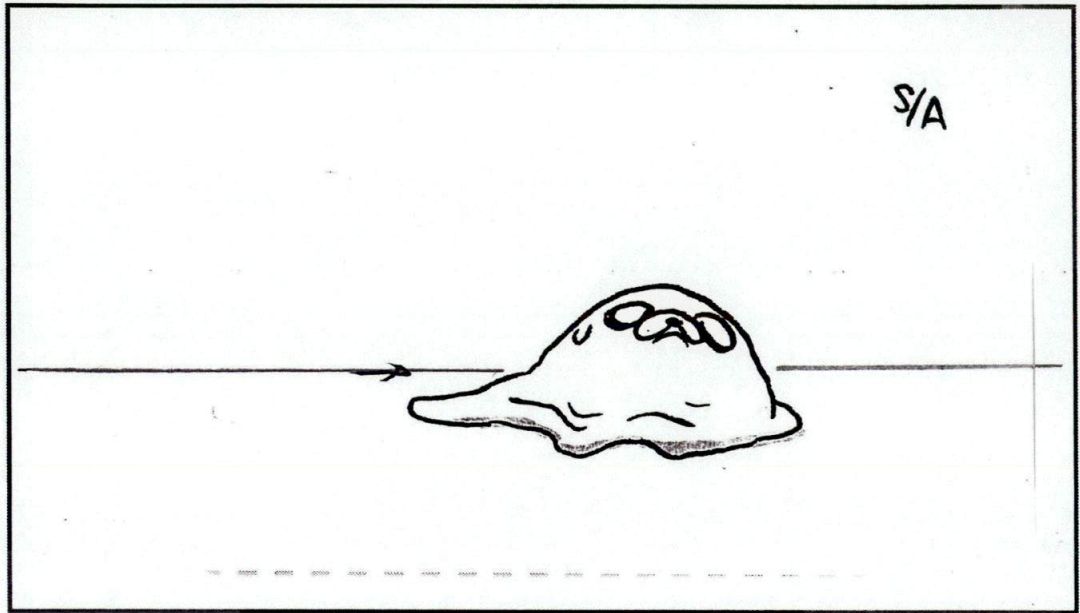
Sc. 115 *CONT* Pnl. I

Bg.

Page

206
206A NEXT

day night



Dialog: <i>SFX: * DEFLATE *</i> <div style="text-align: center;">← (ADJ)</div>	
Action: <i>- J. COLLAPSES INTO A GOOEY MASS.</i> <i>- ADJ. W/ ACTION</i>	<i>- J. OZZES OVER BONES</i> <div style="text-align: right;">NOV 04 2015</div>
Timing:	

1034-238

EPISODE #

1034/238

Production:

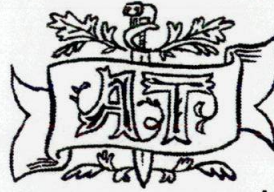
1034/238

1034/238

1034/238

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ADVENTURE TIME

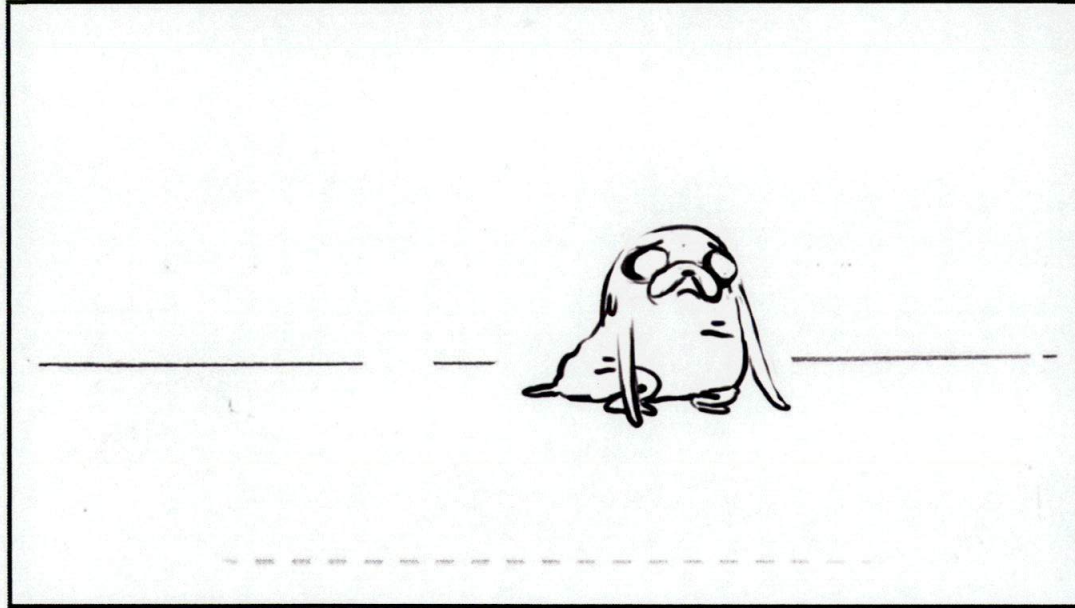


Page **306A**
day night

Sc. 115 **CONT** Pnl. J

Bg.

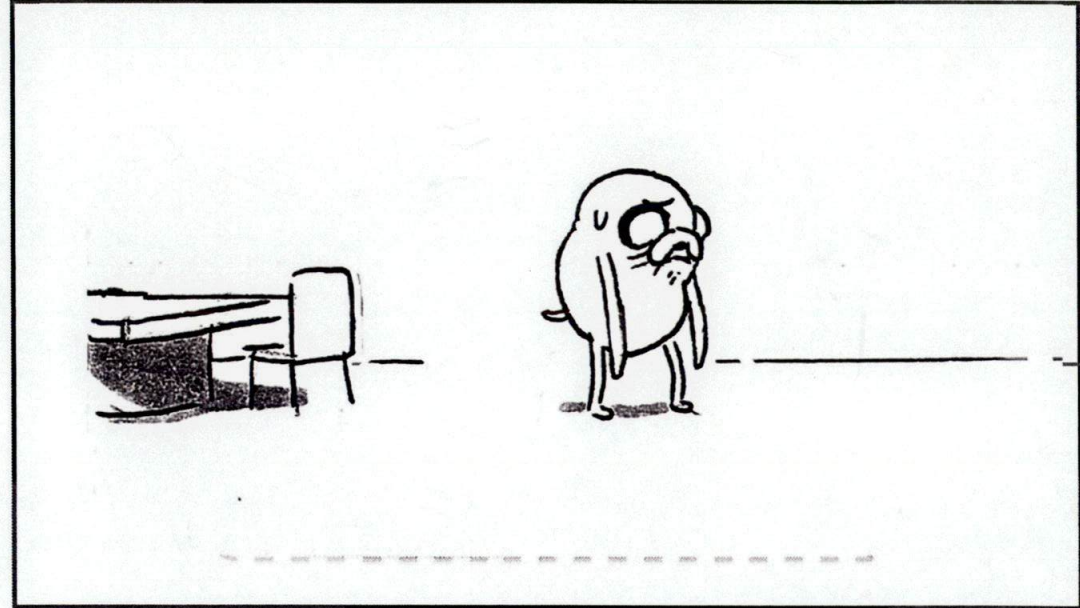
day night



Sc. 115 **CONT** Pnl. K

Bg.

day night



Dialog:

SFX: *BUZZER*

Action:

J. REFORMS.

T.A. (VO)

Round Two starts in
5 minutes

Timing:

NOV 04 2015

EPISODE # 1034-238

1034/238

Production:

1034/238

ADVENTURE TIME



(SAME AS
Sc. 94)

Sc. 117

Pnl. A

Bg.

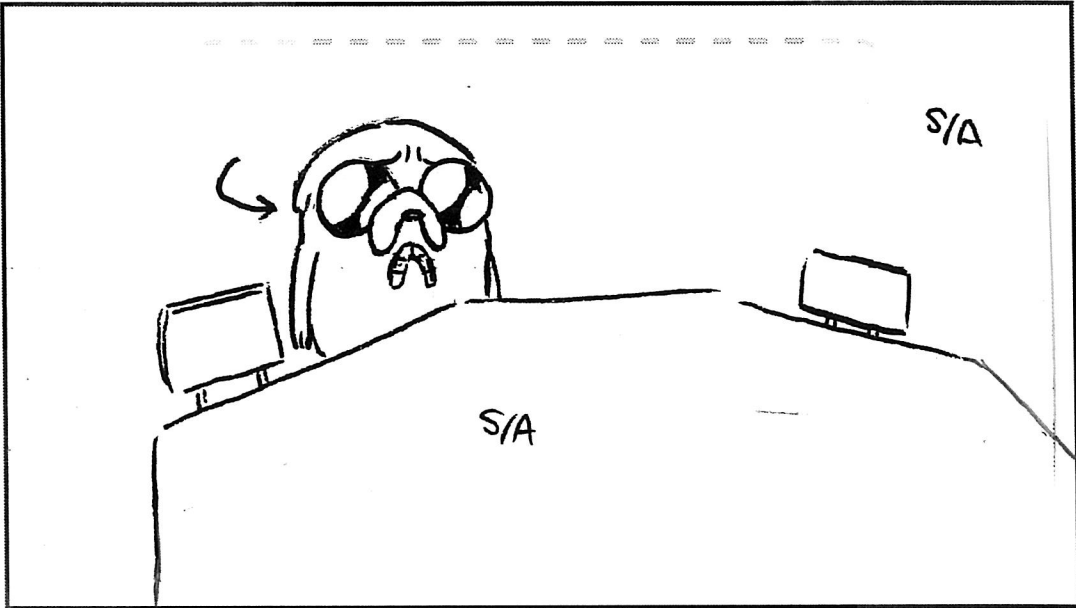
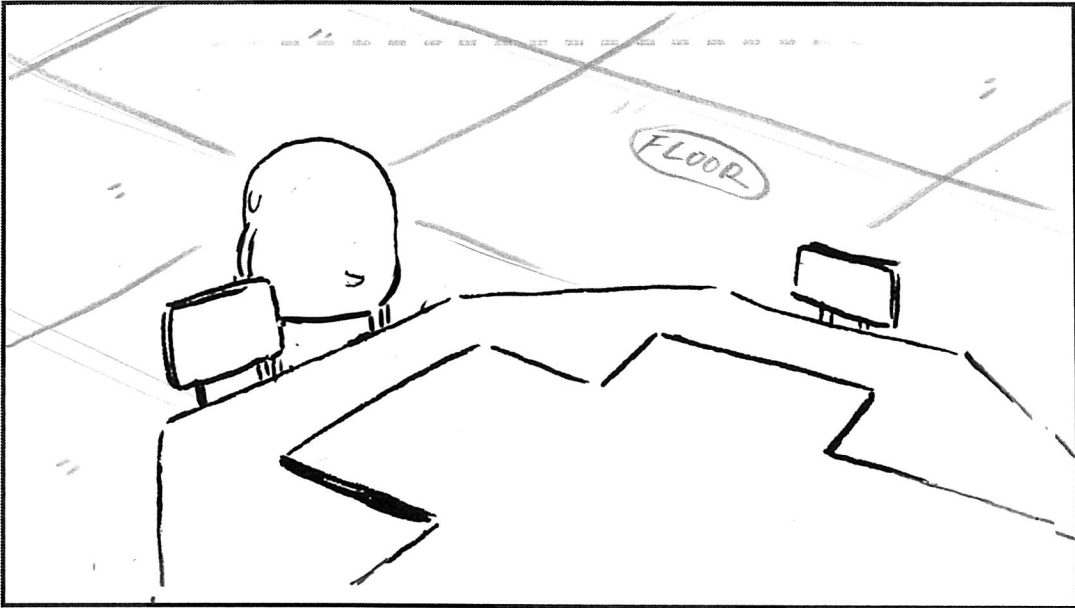
day night

Sc. 117

Pnl. B

Bg.

day night

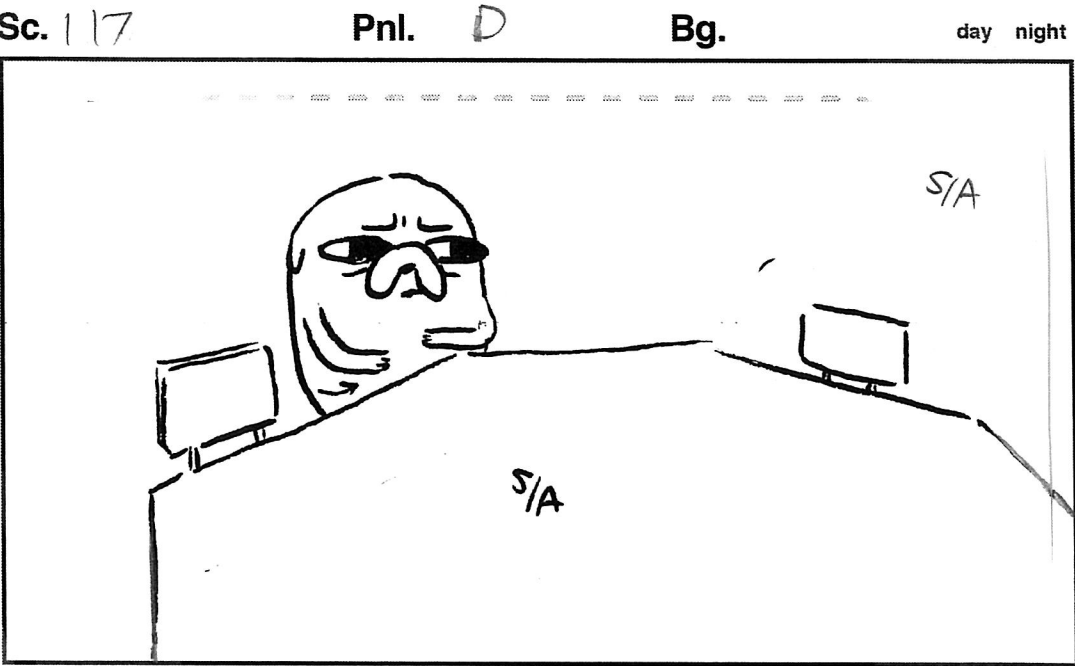
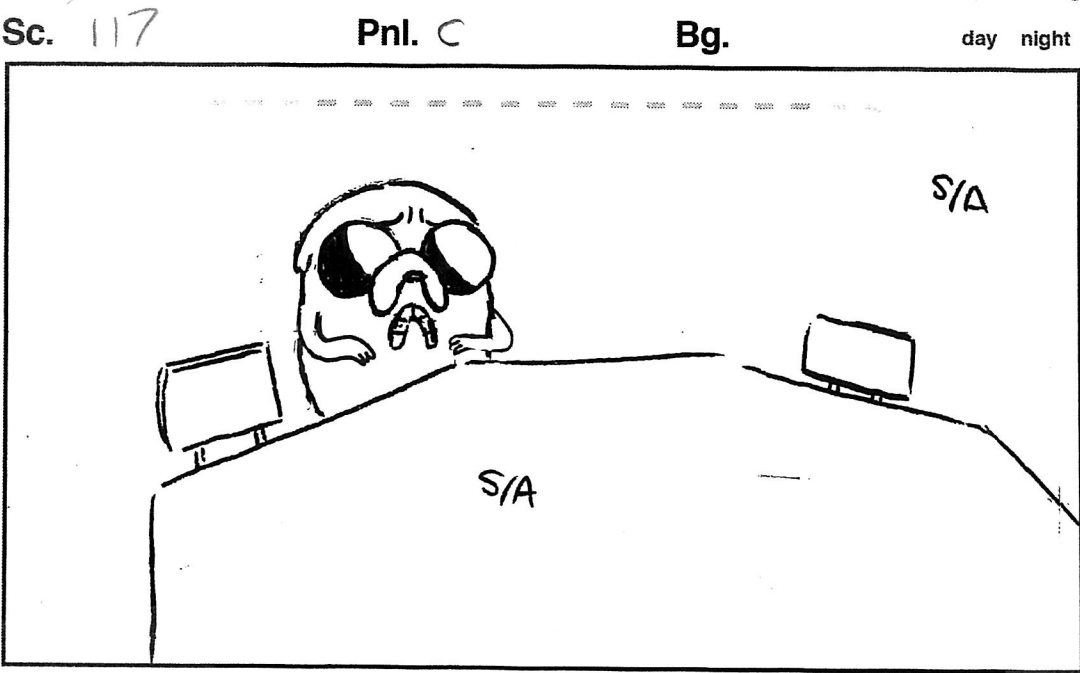


Dialog:	During the START of the episode.
Action:	-J. TURNS.
Timing:	

EPISODE # 1034-238

Production:

ADVENTURE TIME



Dialog:

Action: -J. LOOKS AROUND FRANTICALLY.

-J. LOOKS SNEAKY.
- Part of J. rised from under table

Timing:



1034-238

EPISODE #

Production:

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ADVENTURE TIME



Sc. 117

Pnl. E

Bg.

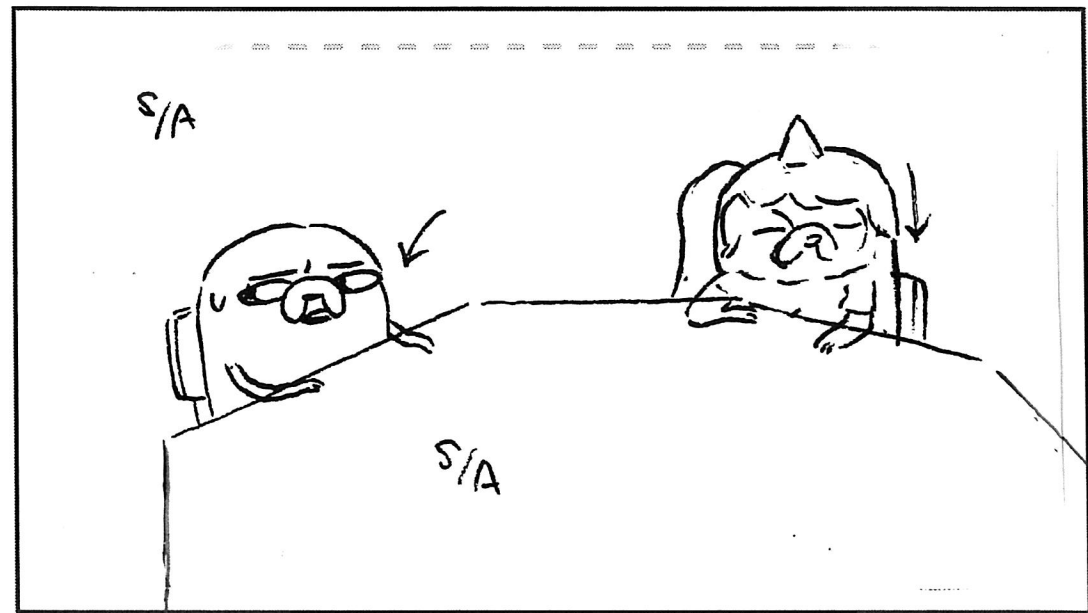
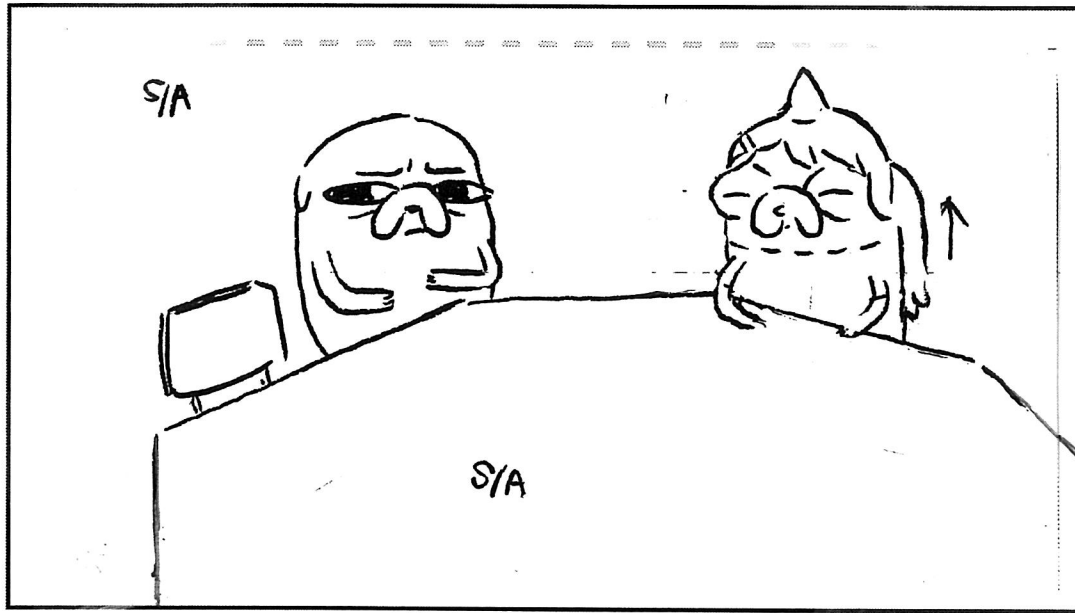
day night

Sc. 117

Pnl. F

Bg.

day night



Dialog:

SFX: * STRETCH *

J: (TO HIMSELF) STILL DIGNIFIED...

Action:

-J. FORMS "JAKE-CHARLIE."

-J. SITS DOWN.

- JAKE-CHARLIE SITS DOWN.

Timing:



EPISODE # 1034-238

Production:

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ADVENTURE TIME



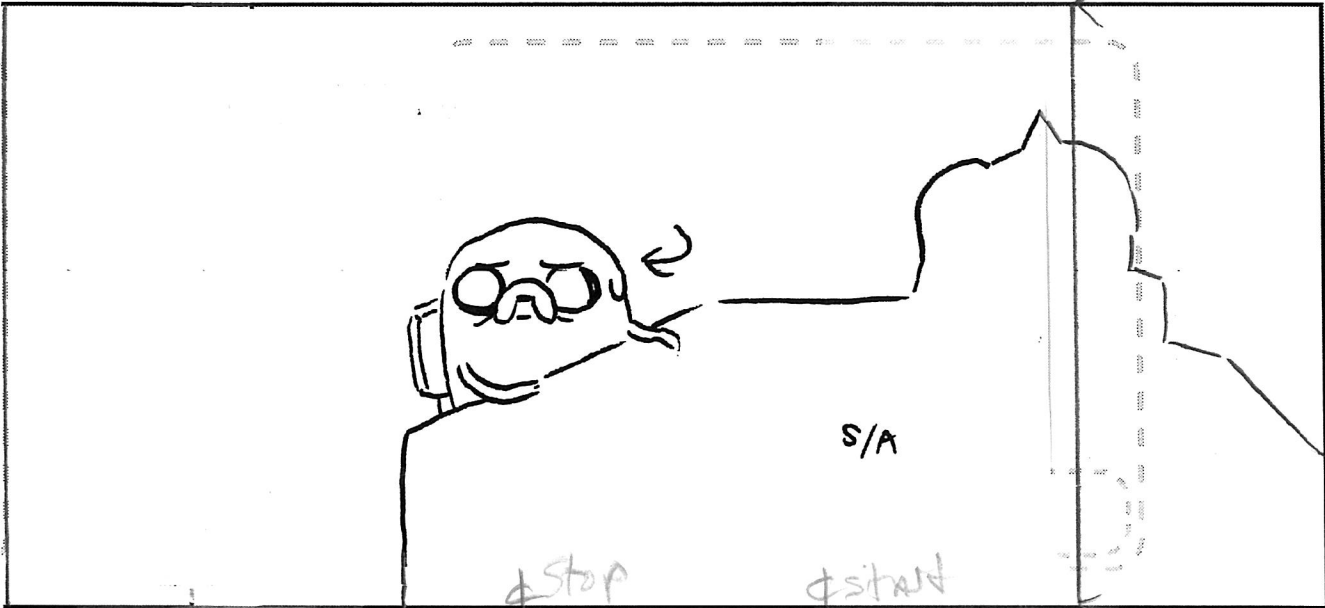
Sc. 117

Pnl. 6

Bg.

Page 210
day night

Initial



Dialog:

GP: (q/s) PSST

← (ADJ) pan

Action:

- J. TURNS
- ADJ. w/ ACTION.

Timing:

1034-238

EPISODE #

Production:

ADVENTURE TIME

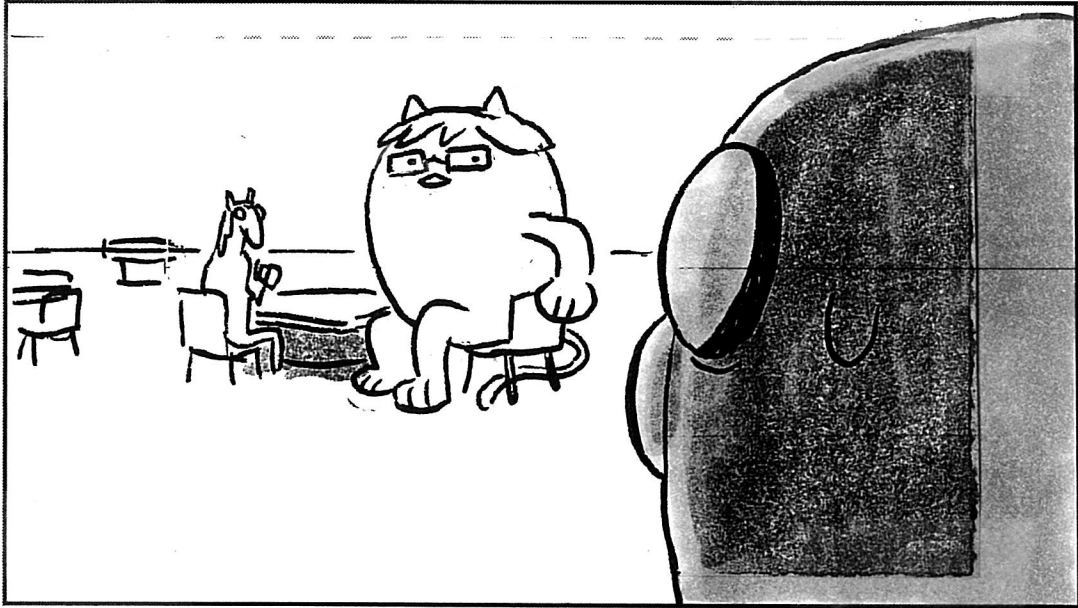


Sc. 118

Pnl. A

Bg.

day night



Sc. 118

Pnl. B

Bg.

day night



Dialog:

GP: LOST YOUR PARTNER, IEH.

(STAGE WHISPER)
GP: Hey DON'T WORRY, -

Action:

Timing:

EPISODE # 1034-238

Production:

ADVENTURE TIME



Sc. 118

Pnl. C

Bg.

day night

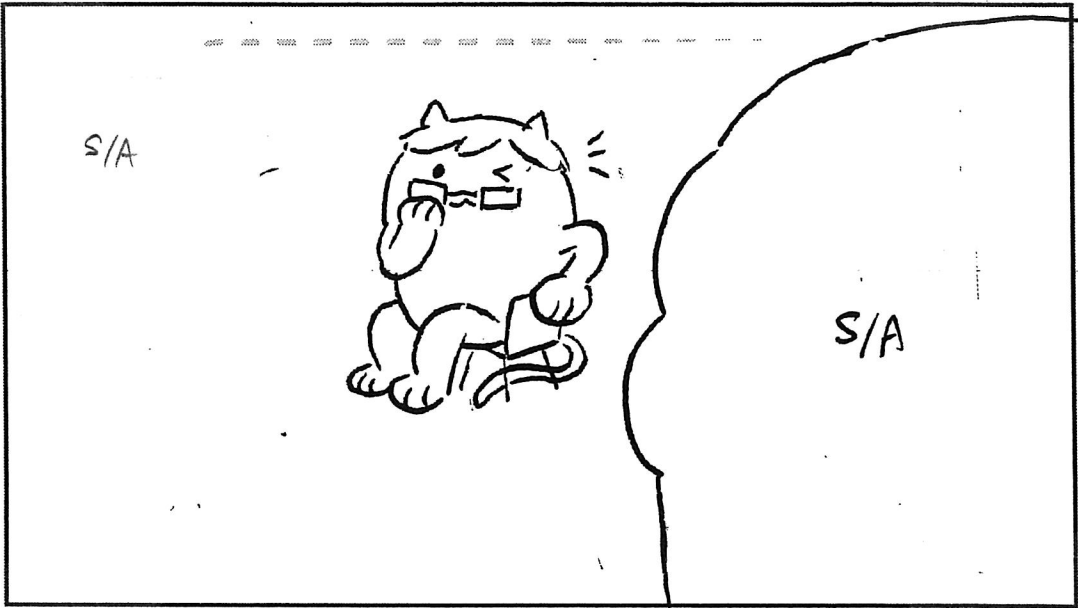


Sc. 118

Pnl. D

Bg.

day night



Dialog:

G.P. we won't taddle

SFX: * WINK *

Action:

-GP LOWERS GLASSES.

-GP WINKS

Timing:



EPISODE #

1034-238

Production:

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ADVENTURE TIME

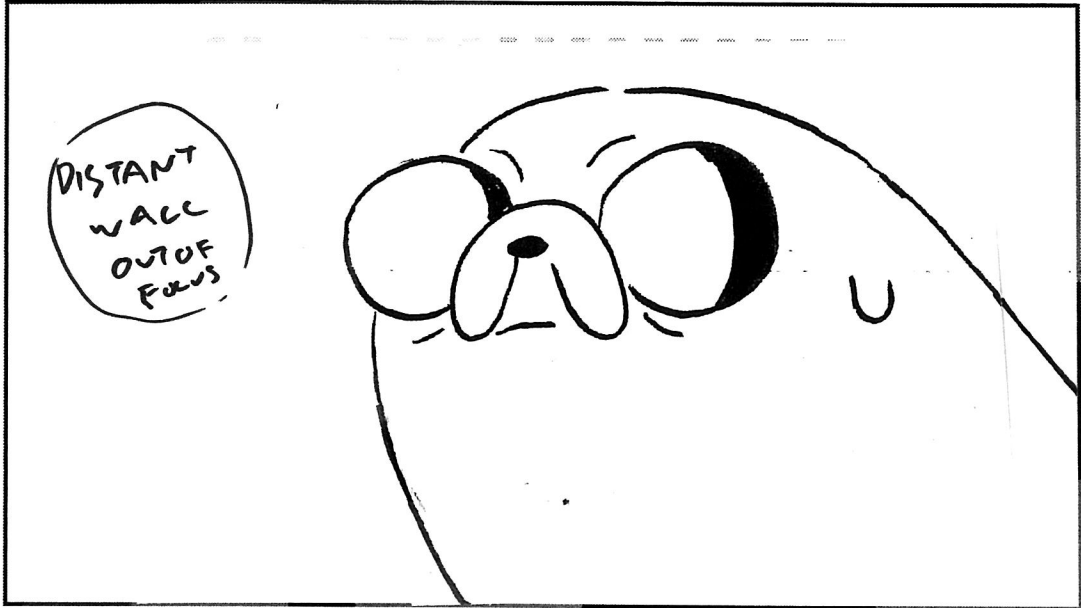


Sc. 119

Pnl. A

Bg.

day night

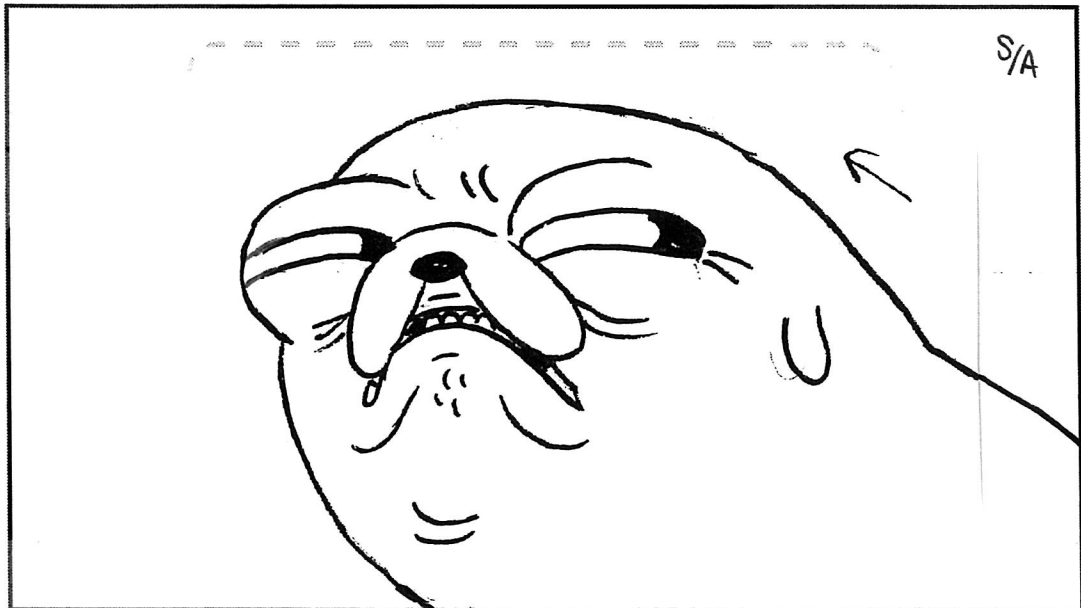


Sc. 119

Pnl. B

Bg.

day night



Dialog:

SFX: * FAINT OCEAN NOISES *

JAKE: (QUIET, CALM)
I WILL CRUSH YOU, GRAND PRIX.

Action:

-J. MAKES A SOUR FACE
-FAINT HORNS FORM

Timing:

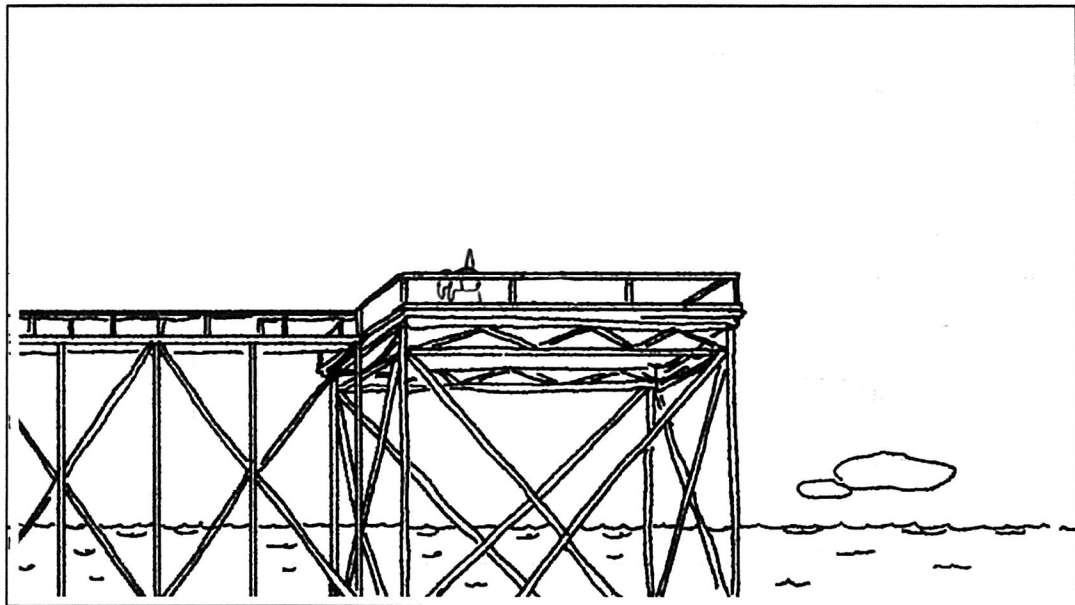
EPISODE # 1034-238
Production:

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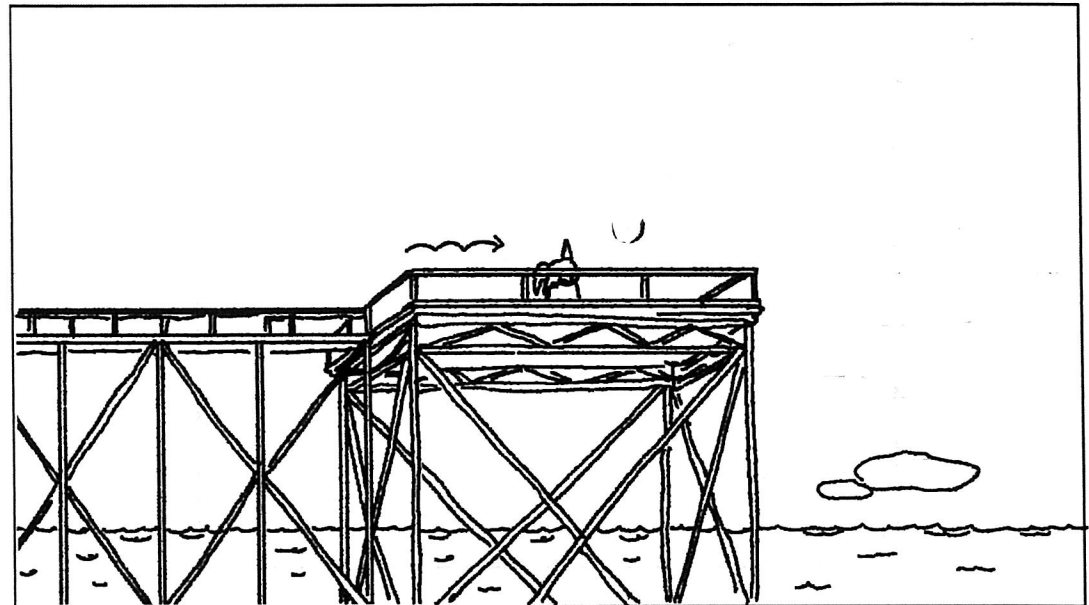
ADVENTURE TIME




Sc. 129 Pnl. A Bg. day night



Sc. 120 Pnl. B Bg. day night



Dialog:

Action: - CHARLIE ON PLATFORM.  LOOKS BEHIND HER

Timing:

1034-238

EPISODE #

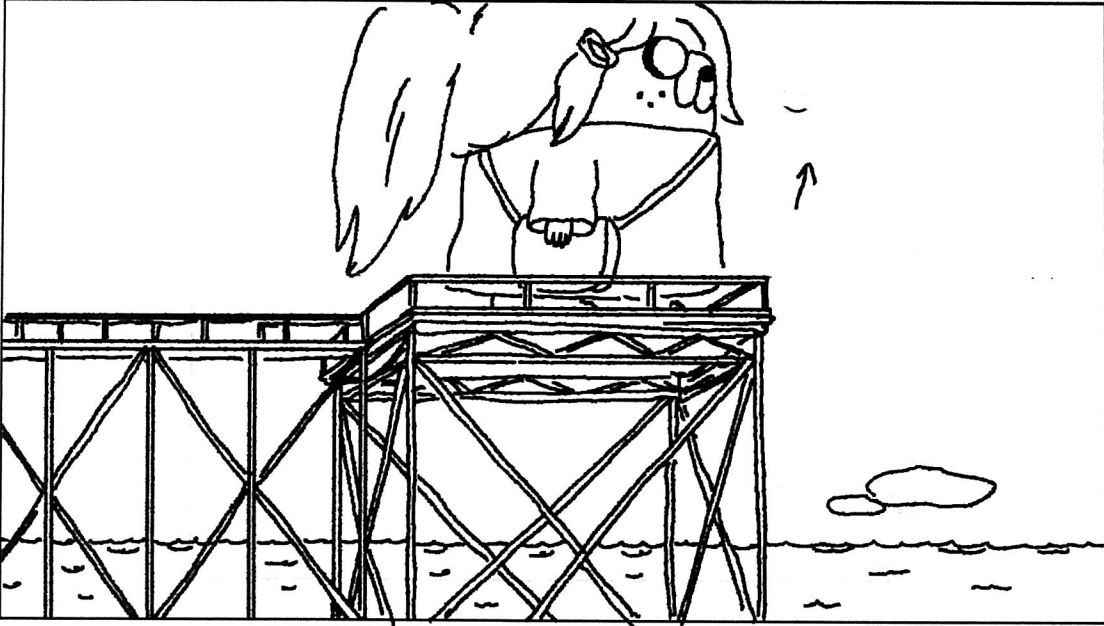
Production :

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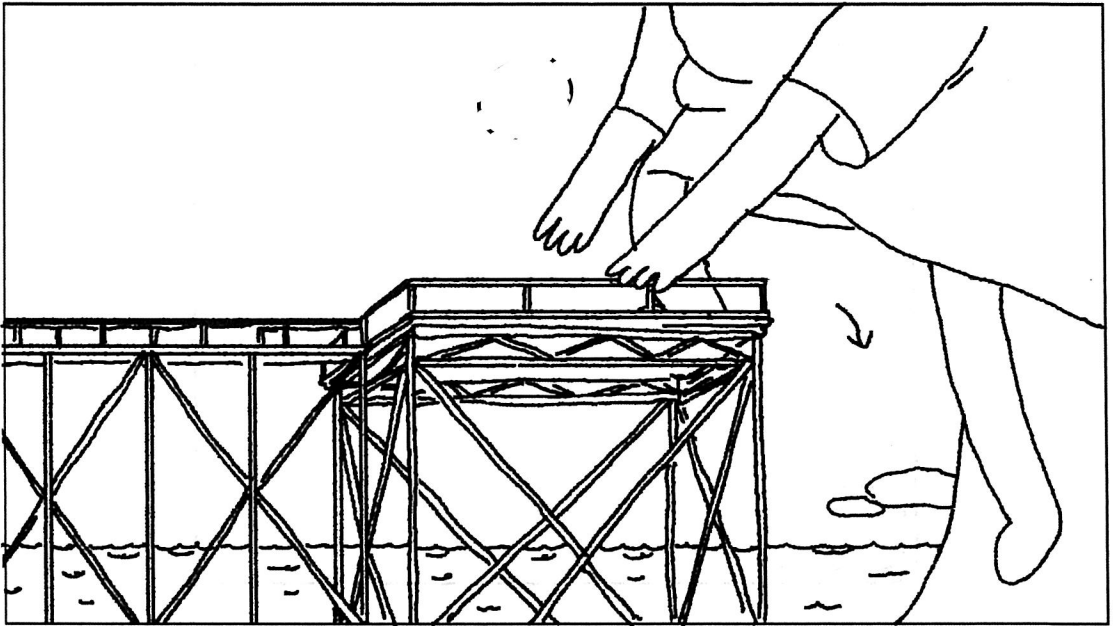
ADVENTURE TIME



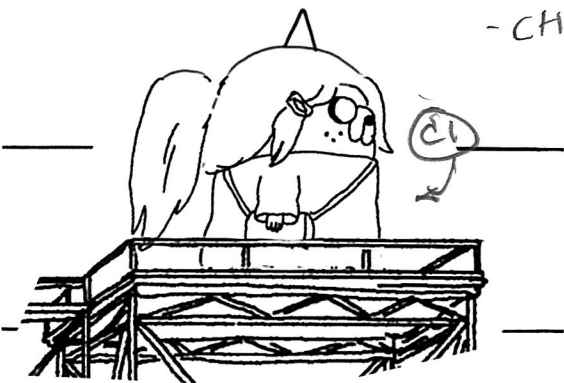
Sc. 120 Pnl. 2 Bg. day night



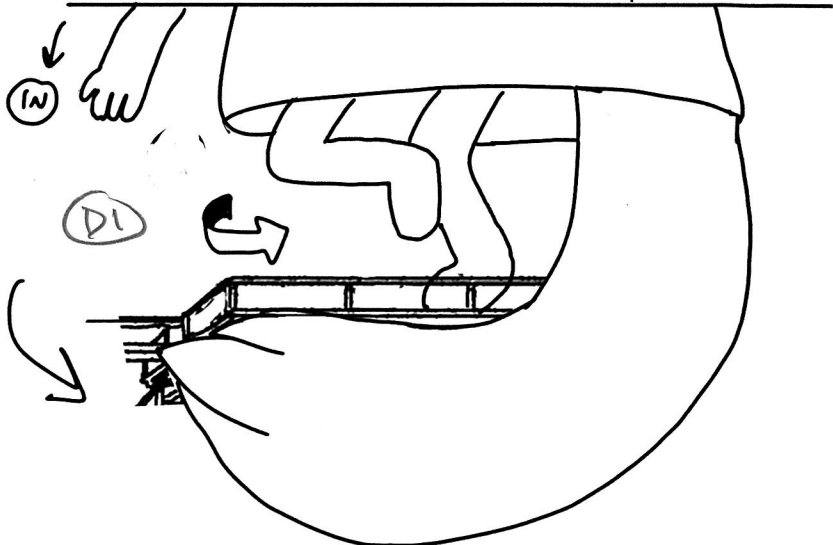
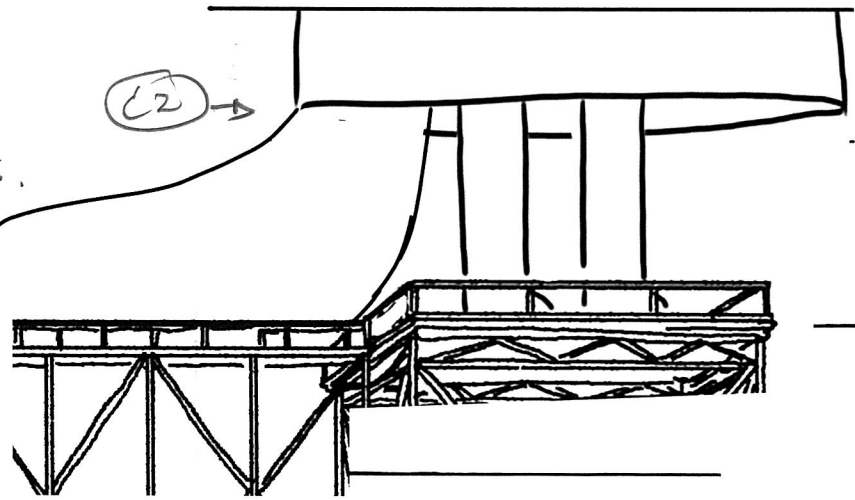
Sc. 120 Pnl. D Bg. day night



Dialog:



- CHARLIE GROWS.

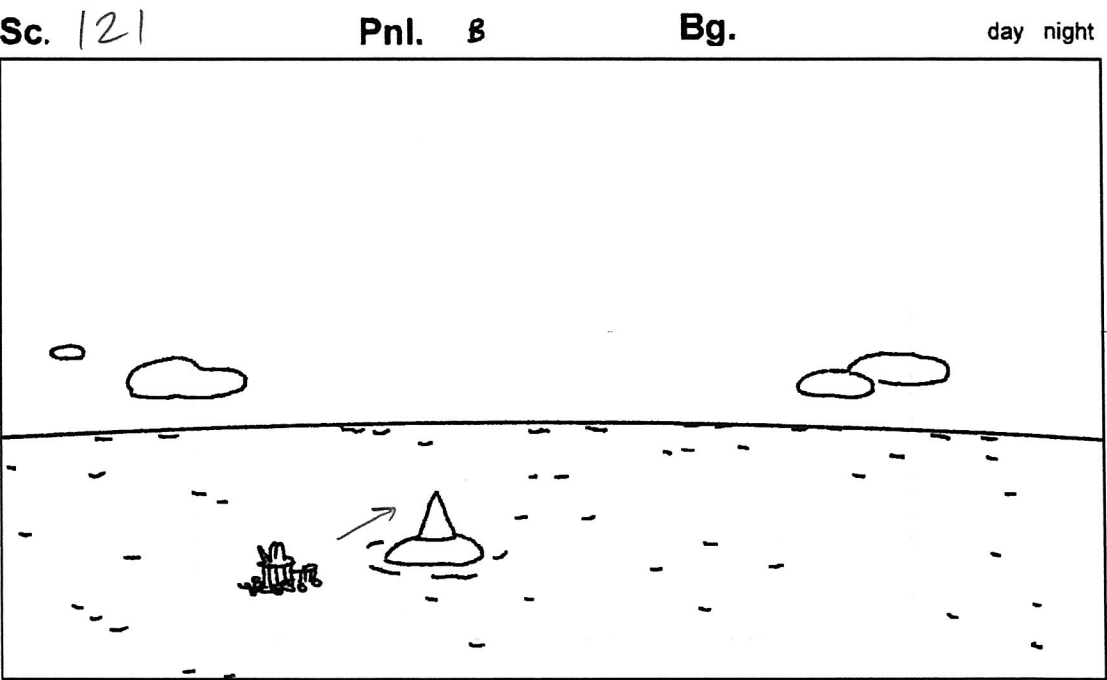
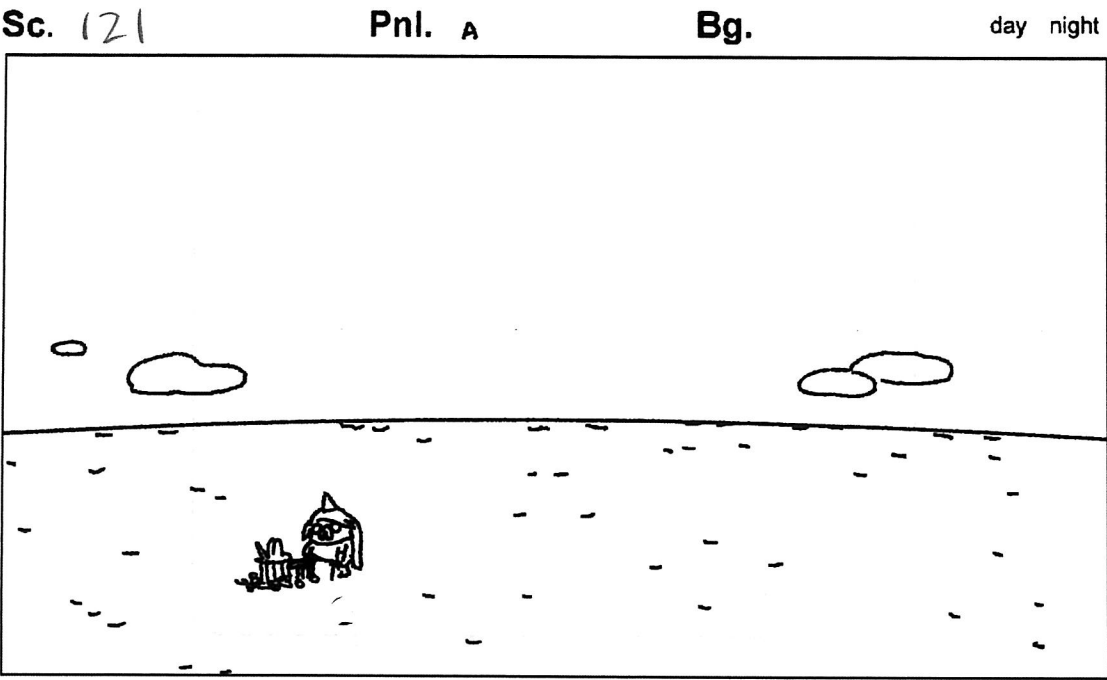


1034-238

EPISODE #

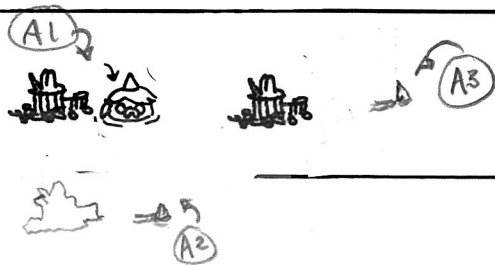
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ADVENTURE TIME

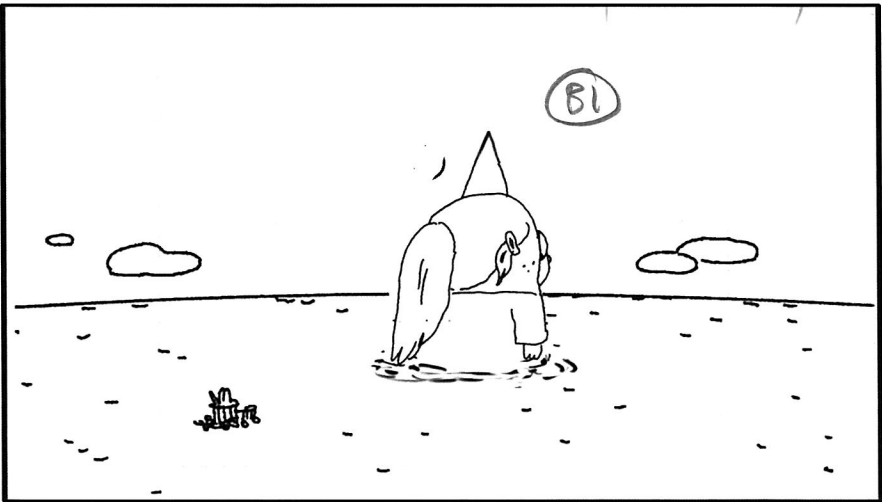


Dialog:

Action:



- C. GROWS AS
SHE WALKS.



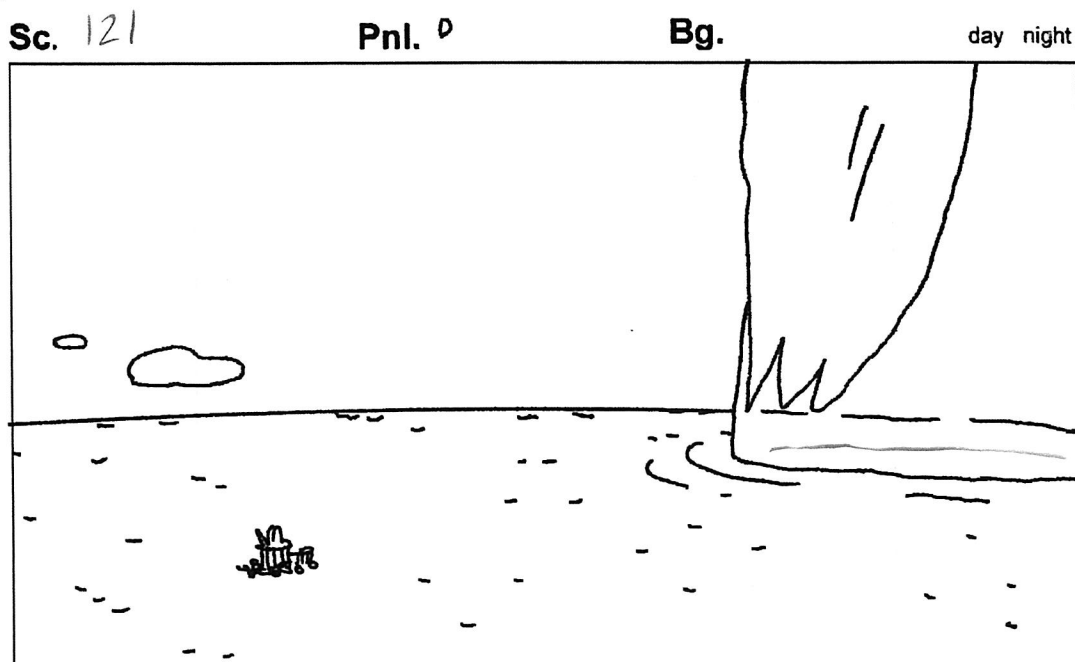
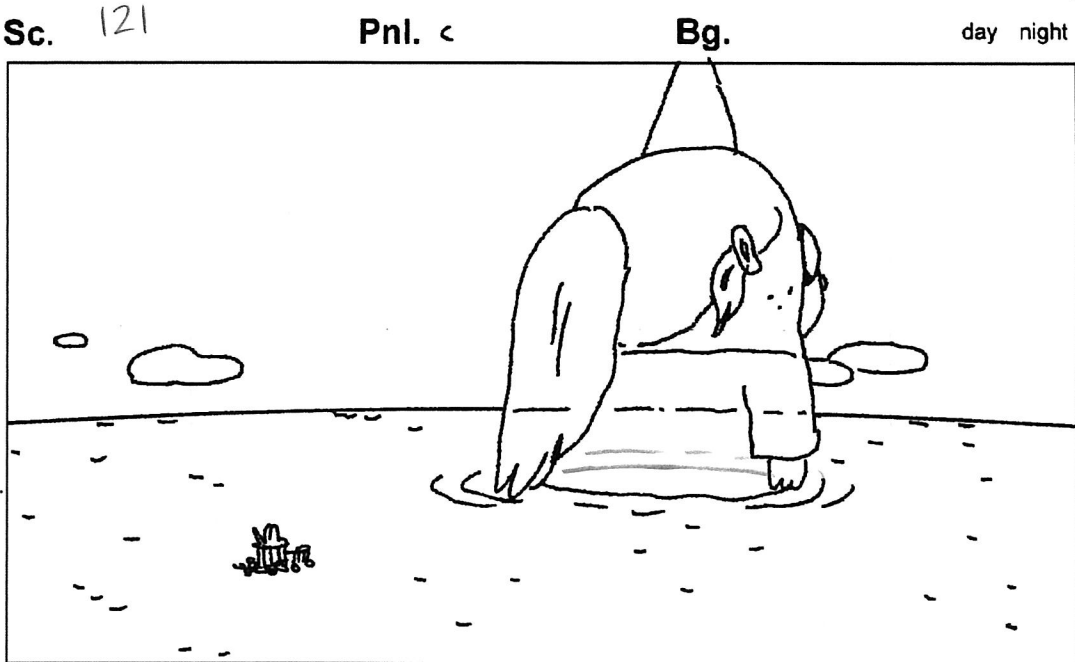
1034-238

EPISODE #

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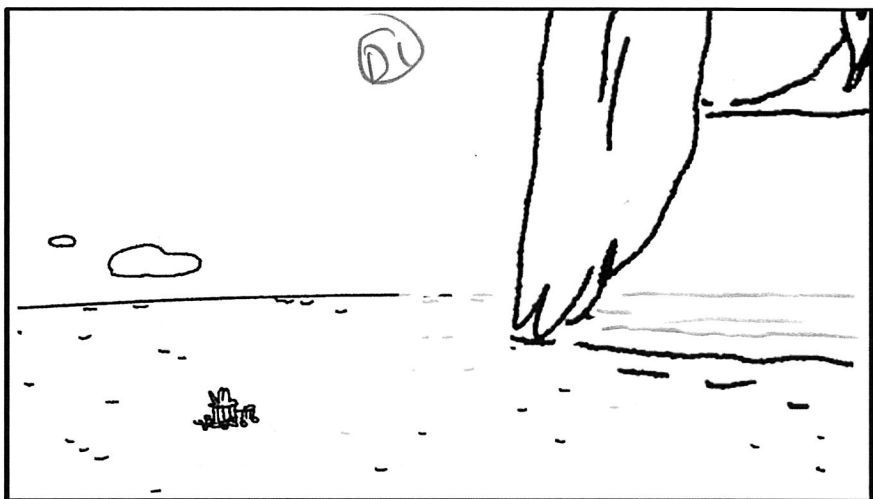
ADVENTURE TIME



Dialog:

Action: - C. GROWS EVEN LARGER (INCREASED TRANSPARENCY)

Timing:



1034-238
EPISODE #

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ADVENTURE TIME

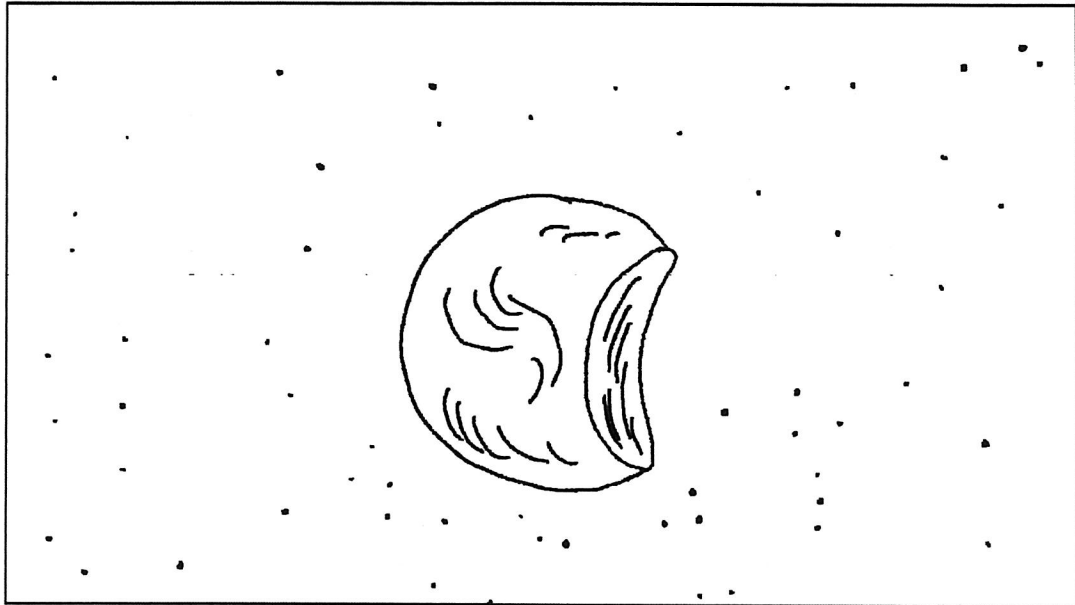


Sc. 122

Pnl. A

Bg.

day night

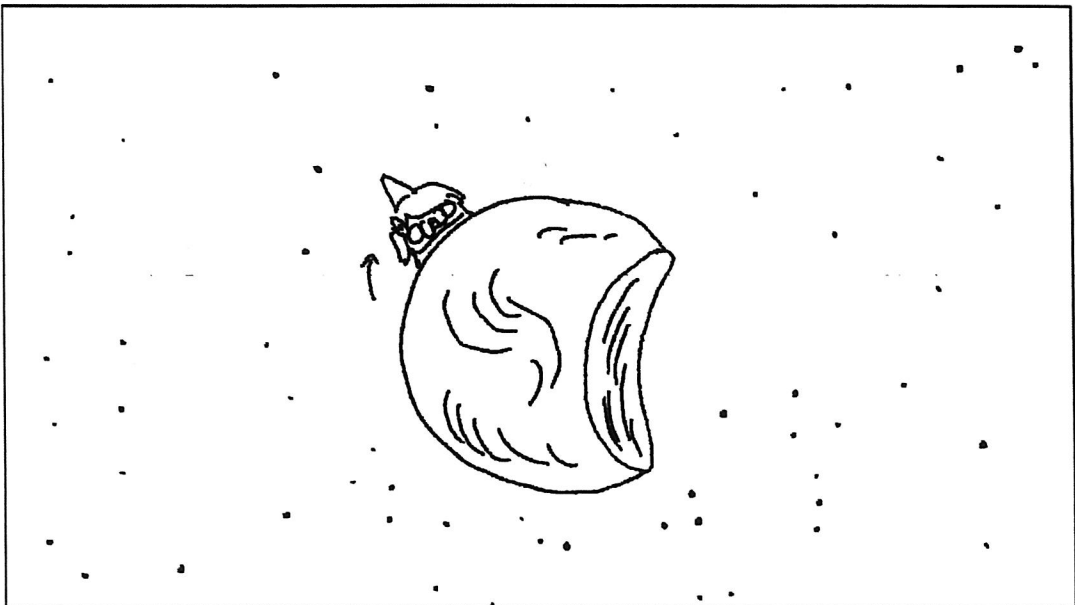


Sc. 122

Pnl. B

Bg.

day night

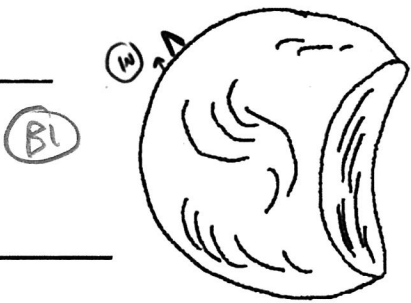


Dialog:

Action:

- CHARLIE WALKS OVER HORIZON.

Timing:



1034-238

EPISODE #

Production :

ADVENTURE TIME



Sc. 122

Pnl. C

Bg.



day night

Sc. 122

Pnl. D

Bg.

day night

Dialog:		
Action:		<div></div> <div></div> <div></div>
Timing:		

EPISODE # 1034-238

Production :

ADVENTURE TIME



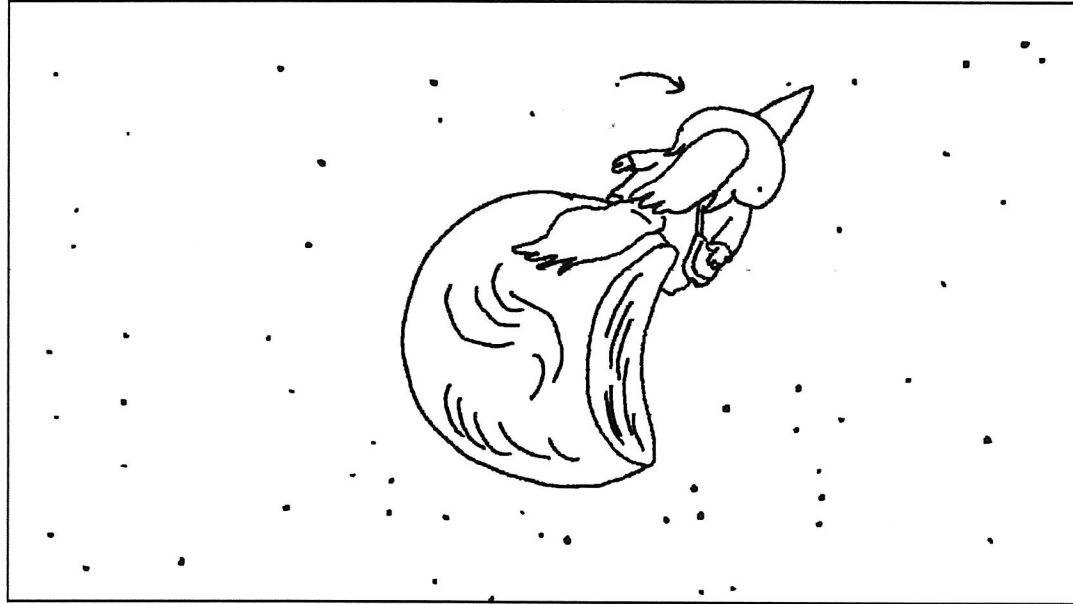
Page 220

Sc. 122

Pnl. E

Bg.

day night

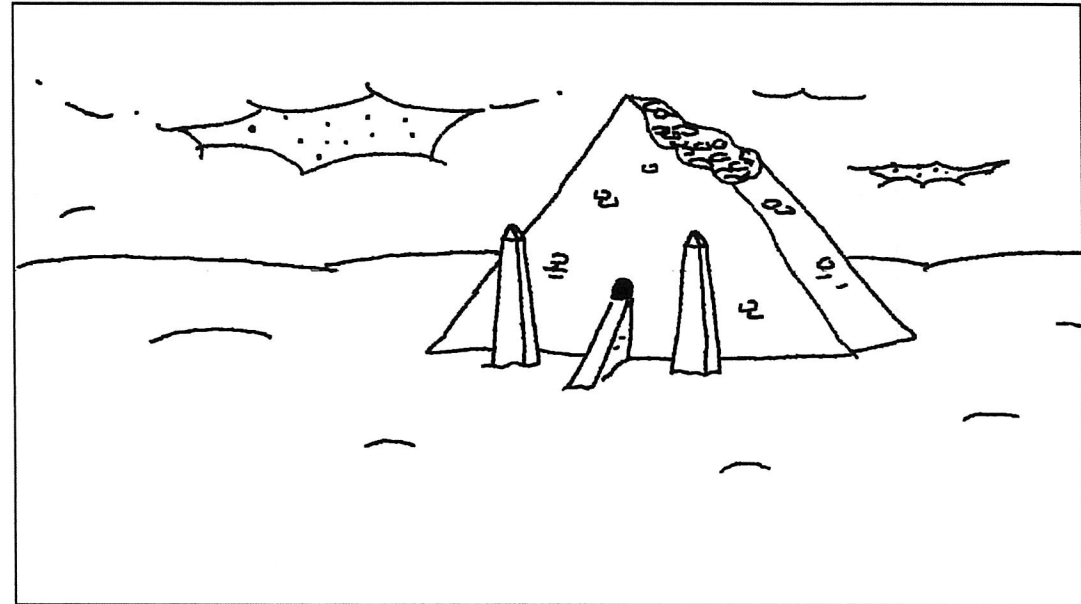


Sc. 123

Pnl. A

Bg.

day night



Dialog:

Action:

- C. WALKS OVER OTHER HORIZON.

Timing:



- EVENING TIME

1034-238

EPISODE #

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc. <u>123</u>	Pnl. <u>8</u>	Bg.	day	night

Dialog:
Action: - C. WALKS ON/S. - C. SHRINKS.
Timing:

EPISODE # **1034-238**

Production :

ADVENTURE TIME



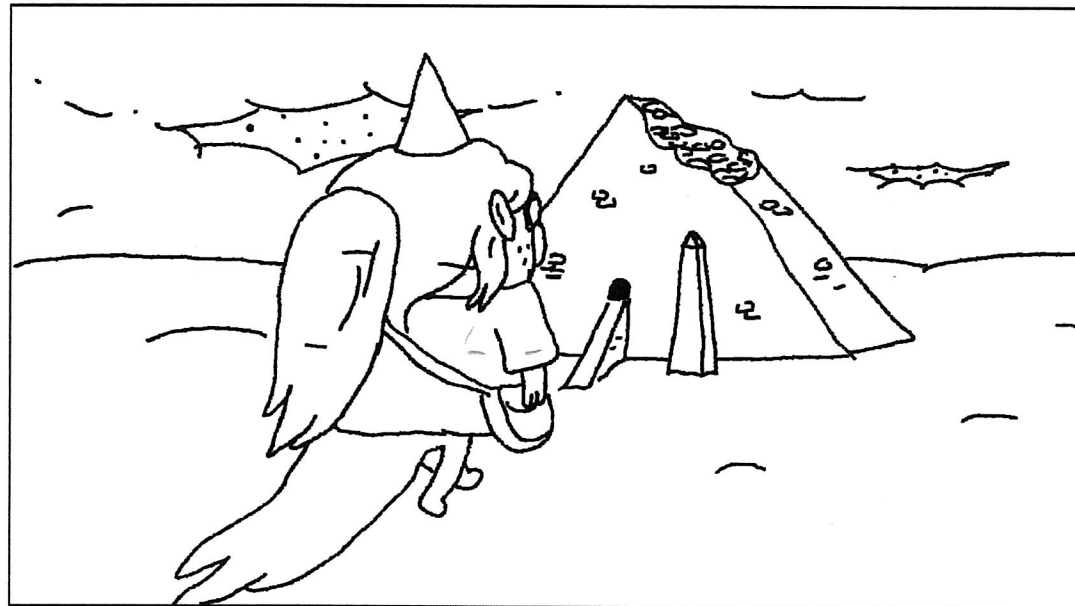
Page 222

Sc. 123

Pnl. C

Bg.

day night



Sc. 123

Pnl. D

Bg.

day night



Dialog:

Action:

- C. APPROACHES PYRAMID.

Timing:



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ADVENTURE TIME



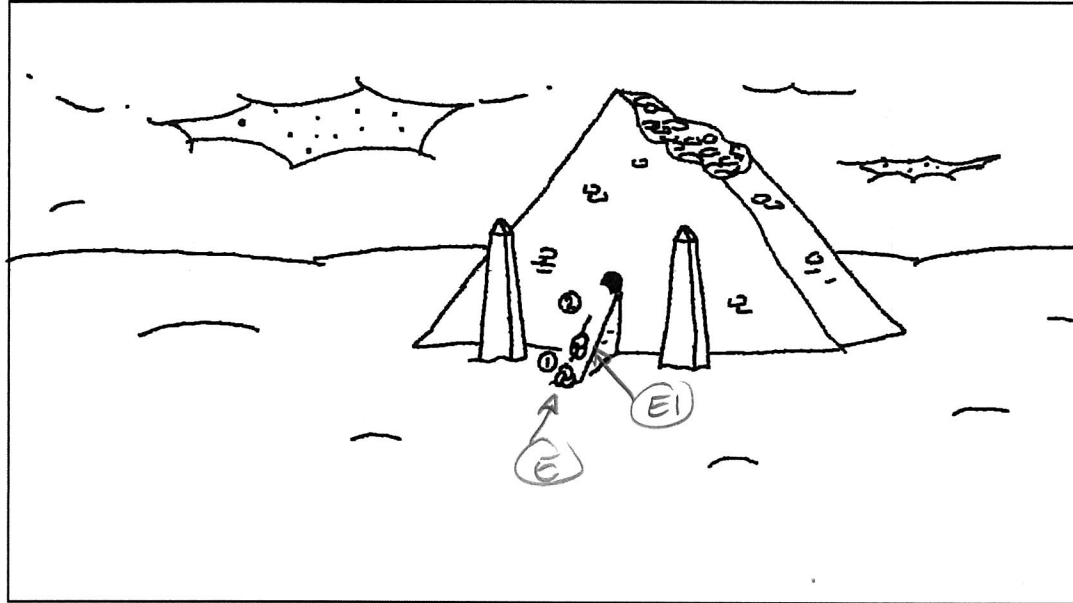
Page 223

Sc. 123

Pnl. E

Bg.

day night

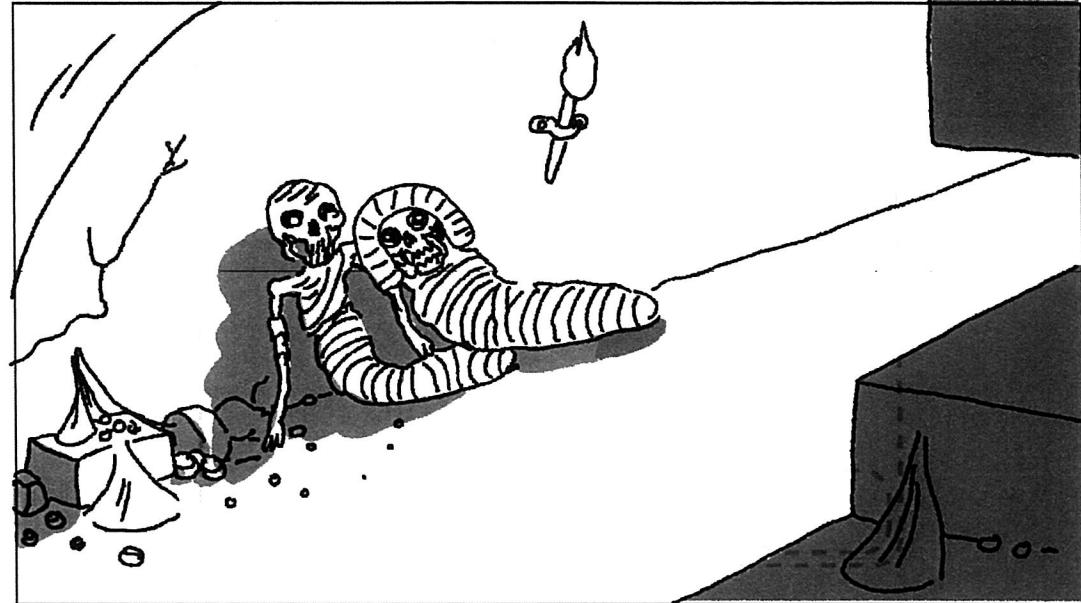


Sc. 124

Pnl. A

Bg.

day night



Dialog:

E I'M HOME!

Action:

Timing:

EPISODE # 1034-238

Production :

ADVENTURE TIME



Next pg226

NO SC 125

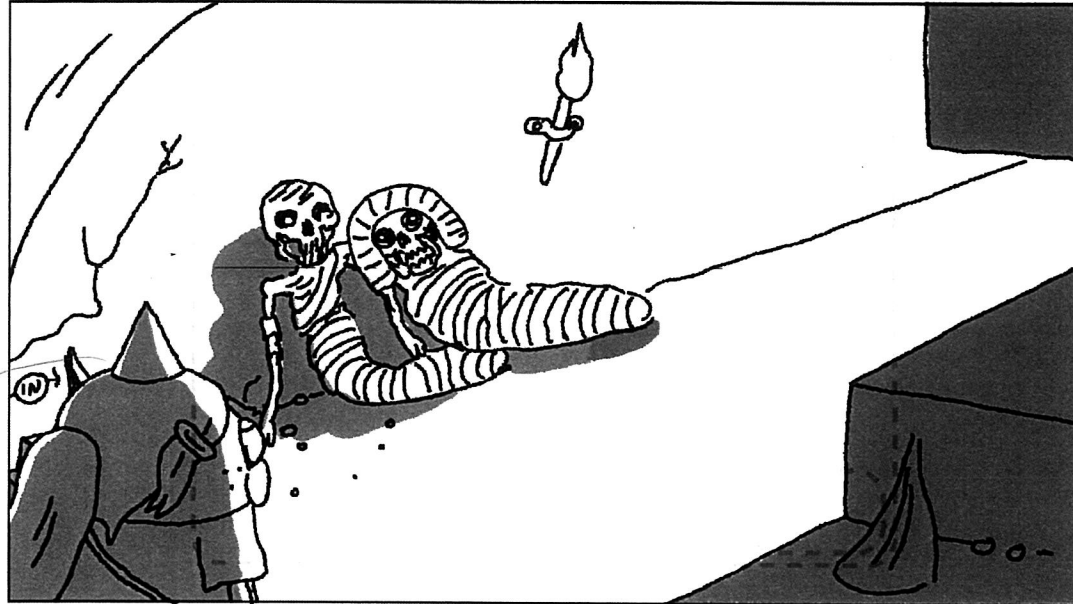
Page 224

Sc. 124

Pnl. B

Bg.

day night

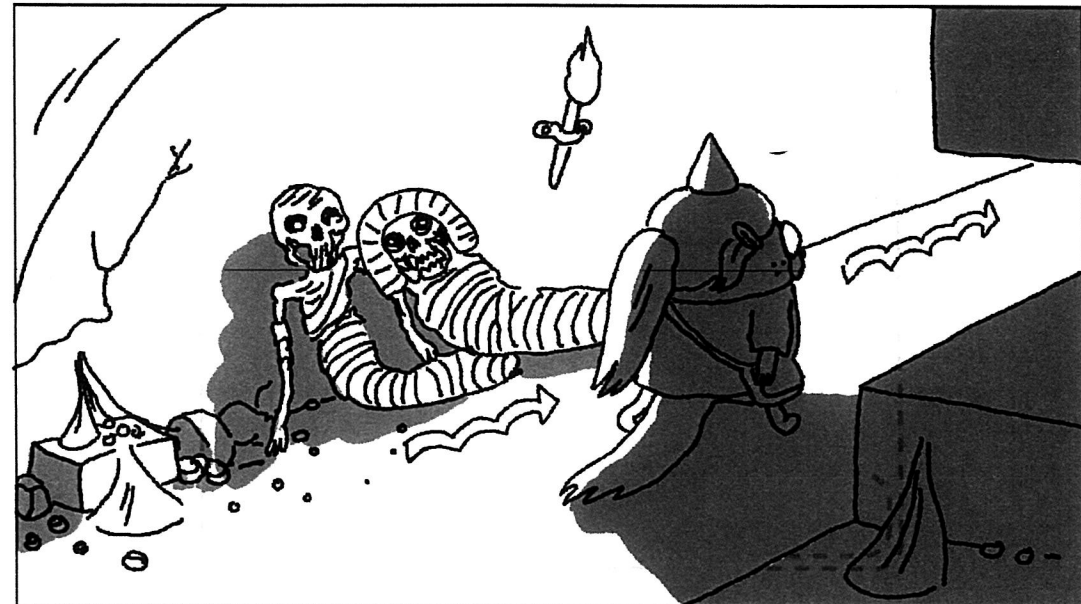


Sc. 124

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

-C. WALKS ON/S.



C/

HEY YOU TWO
BEEN KISSING?

C/



1034-238

EPISODE #

Production :

NO SC 125

ADVENTURE TIME



Prev. Pg224

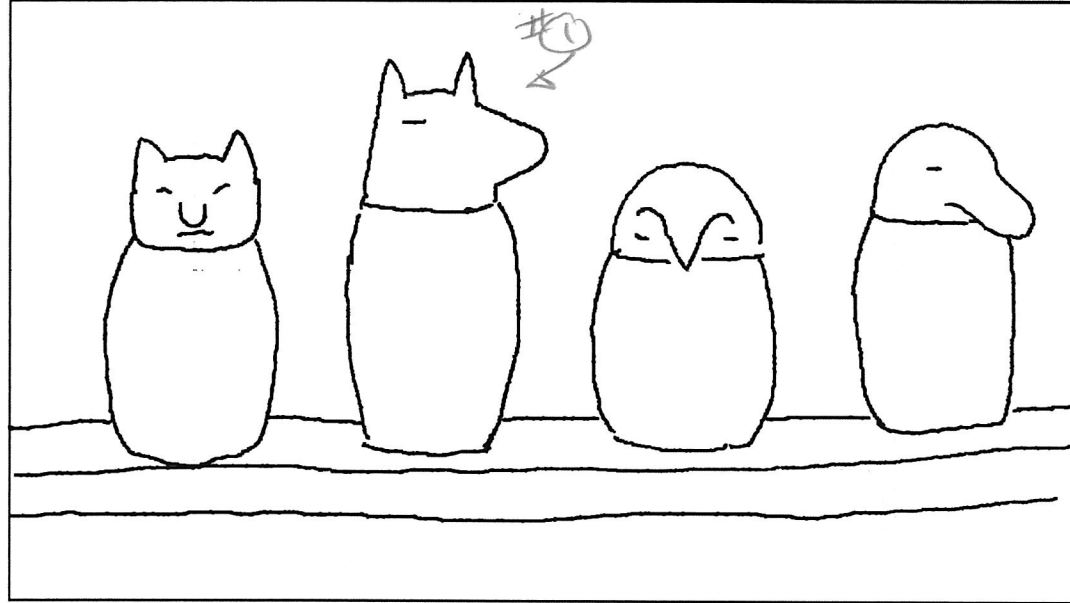
Page 226

Sc. 126

Pnl. A

Bg.

day night

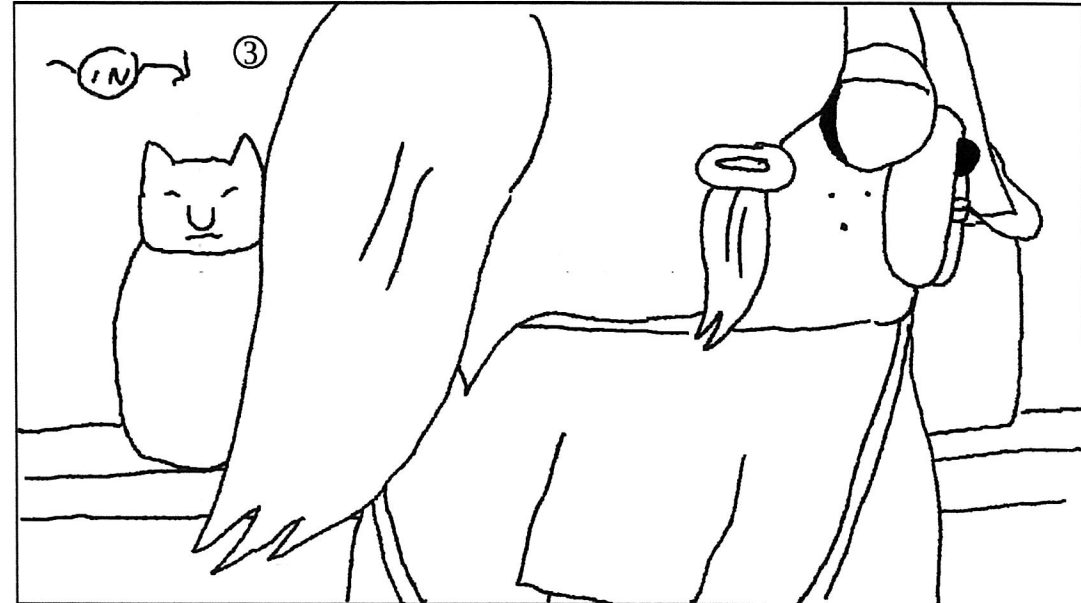


Sc. 126

Pnl. B

Bg.

day night



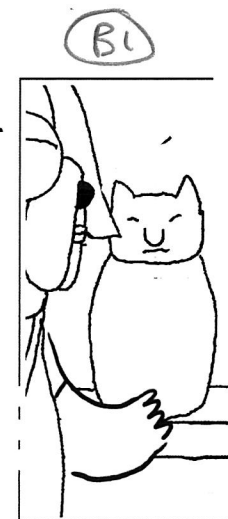
Dialog:

Action:

- CANOPIC JARS.

- C. WALKS
ON/S.

Timing:



EPISODE # 1034-238

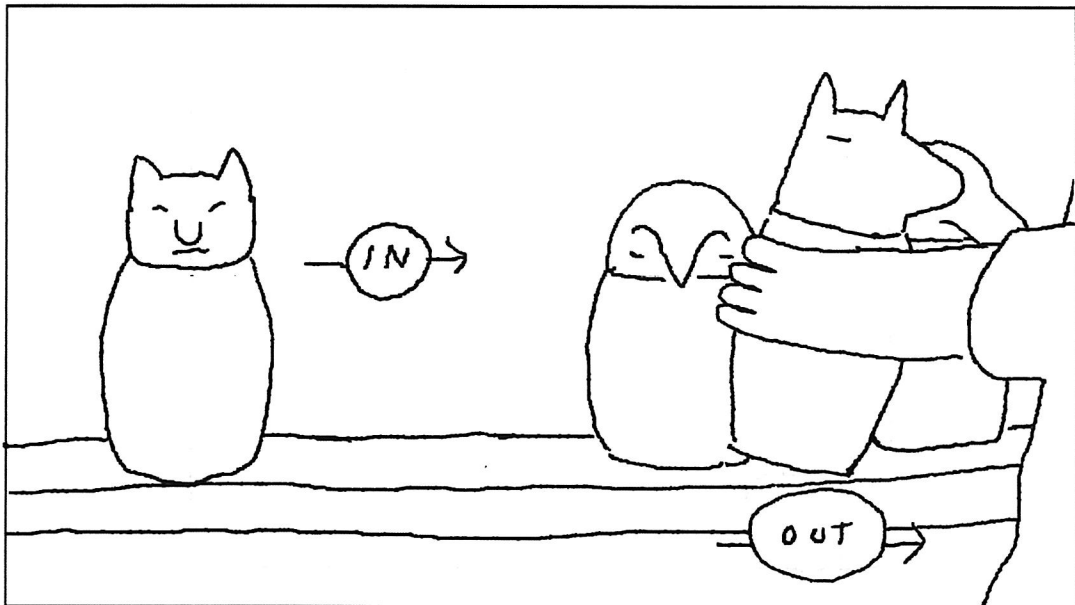
Production :

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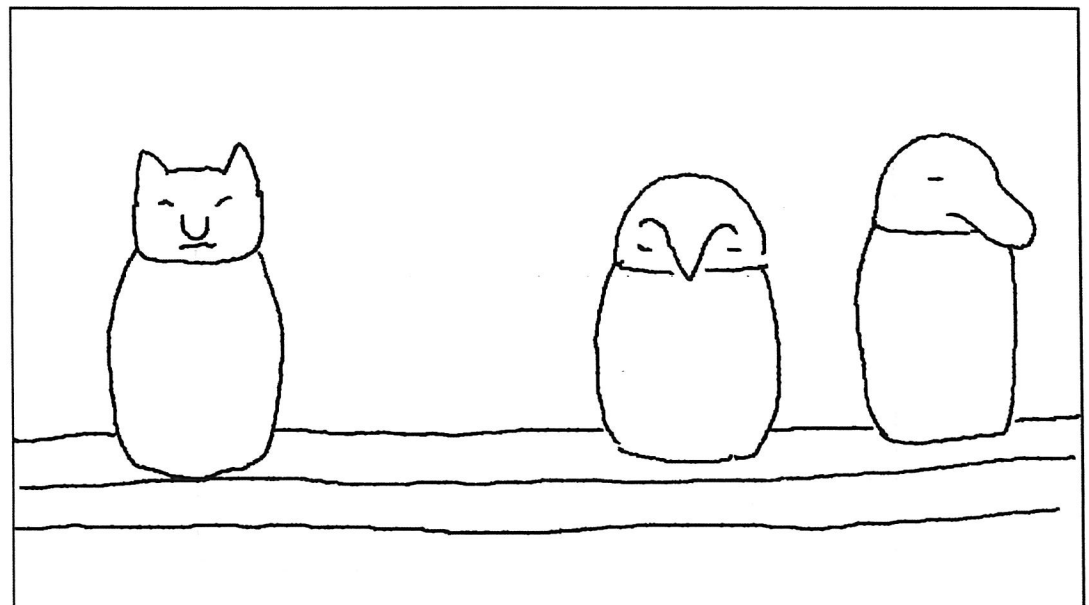
ADVENTURE TIME



Sc. 126 Pnl. c Bg. day night



Sc. 126 Pnl. D Bg. day night



Dialog:	
Action:	- C. GRABS JAR AS SHE PASSES - CHARLIE WALKS OFF/S.
Timing:	

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Production :

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ADVENTURE TIME

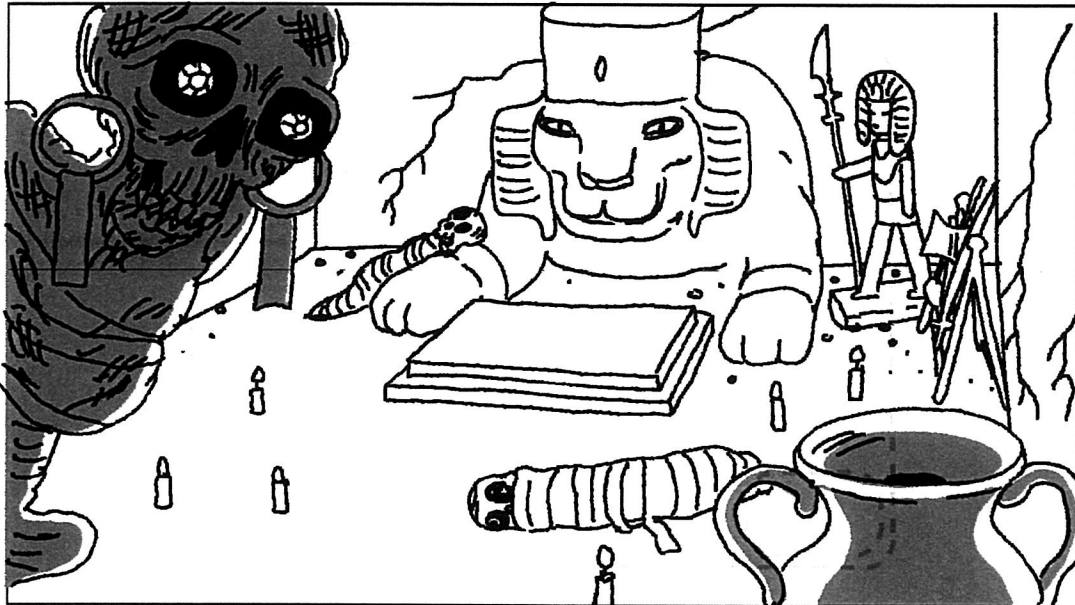


Sc. 127

Pnl. A

Bg.

day night

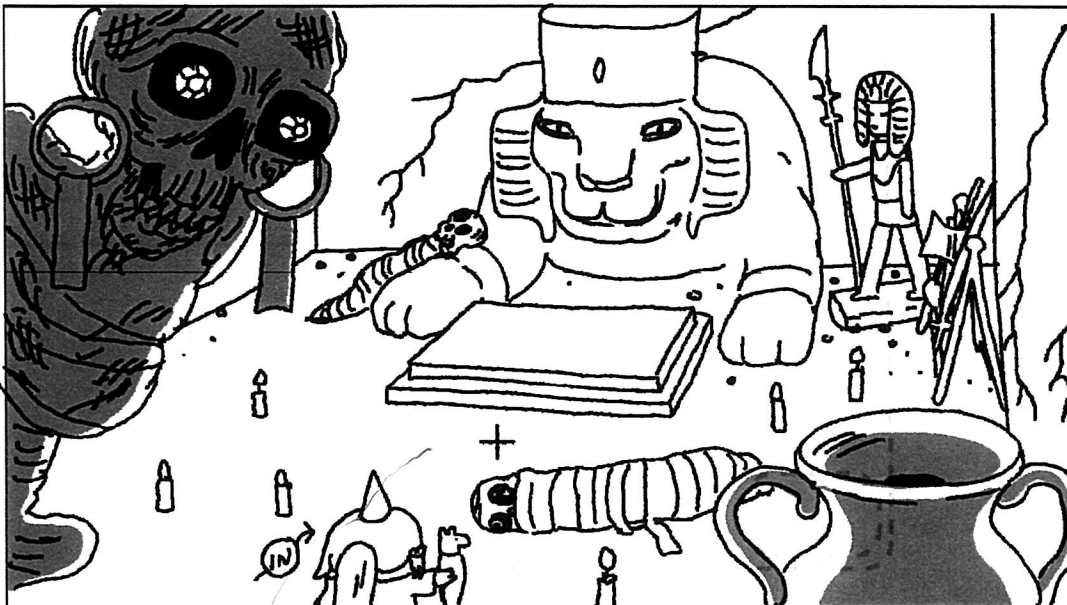


Sc. 127

Pnl. B

Bg.

day night



Dialog:

© WHAT , WHAT !

Action:



- C. WALKS ON / S.

Timing:

EPISODE # 1034-238
Production :

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ADVENTURE TIME

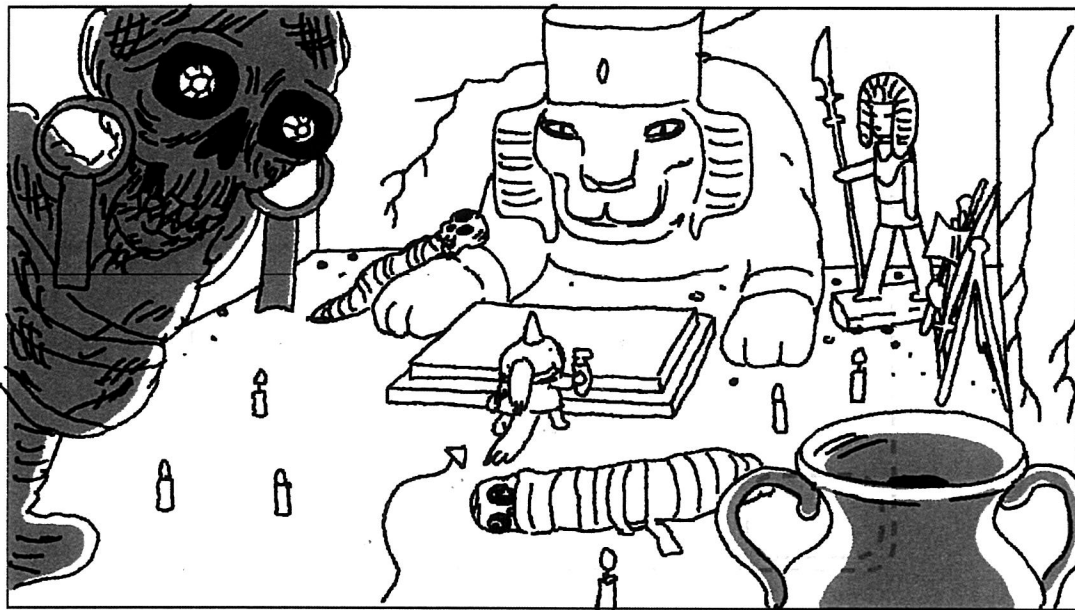


Sc. 127

Pnl. C

Bg.

day night

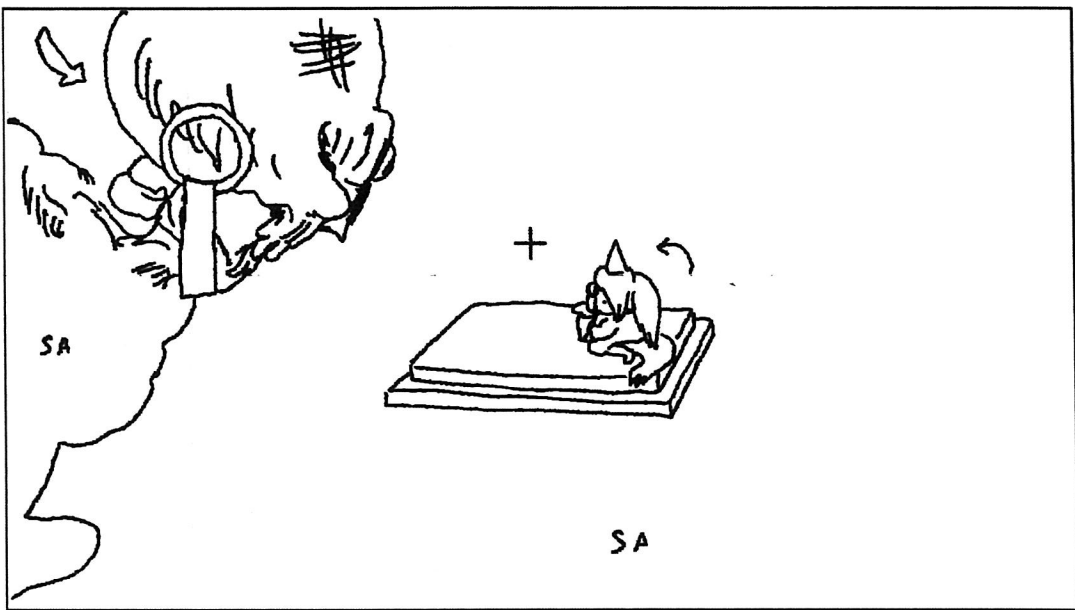


Sc. 127

Pnl. D

Bg.

day night



Dialog:

~~SFX~~ = CREAK =

Action:

- C. KNEELS ON PLATFORM.

Timing:



1034-238

EPISODE #

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ADVENTURE TIME



Sc. 128

Pnl. A

Bg.

day night



Sc. 128

Pnl. B

Bg.

day night



EPISODE # 1034-238

Dialog:

Action:

Timing:

© ME HUNGRY.

- C. OPENS JAR

(B1)

Pal
S/A (A)



(B2)



(B3)



POTS
ON TOP

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ADVENTURE TIME



Sc. 128 Pnl. c Bg. day night



Sc. 128 Pnl. d Bg. day night



Dialog:	<p>© GOMP!</p> <p>close mouth → (A) Bal S/A © (C) (L) ARM over to JAF</p>
Action:	<p>- C. EATS JERKY.</p> <p>CHEW CHEW CHEW</p>
Timing:	

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ADVENTURE TIME



Sc. 128 Pnl. E Bg. day night



Sc. 128 Pnl. F Bg. day night



Dialog:
Action:
Timing:

- C. OPENS BAG.

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ADVENTURE TIME



Sc. 128

Pnl. 6

Bg.

day night



Sc. 128

Pnl. H

Bg.

day night



Dialog:

Action:

- C. TAKES OUT BONE + HAIR.

C. PLACES BONE.

Timing:

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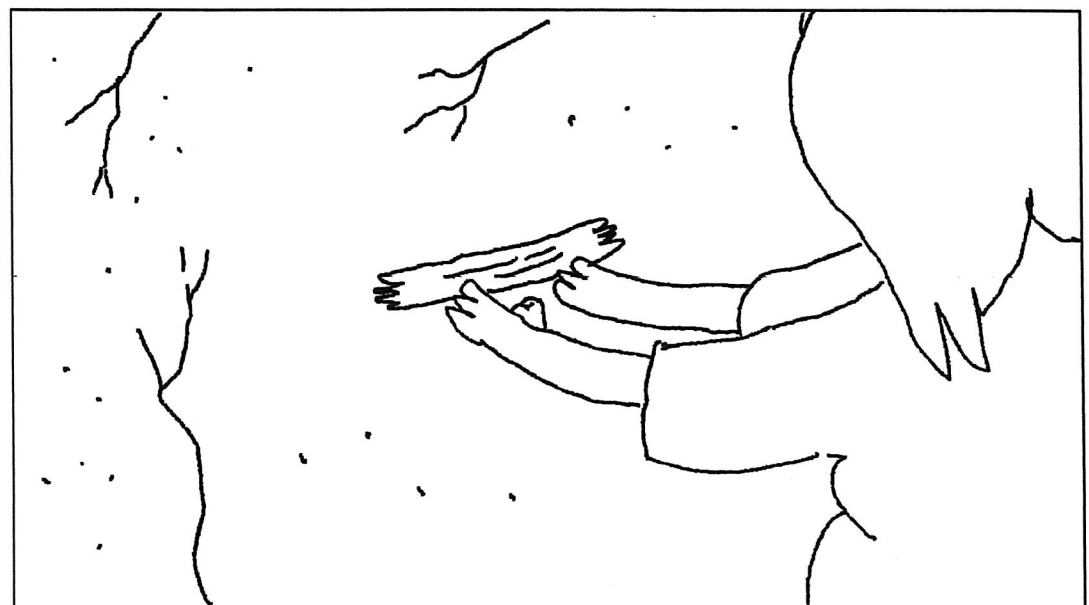
ADVENTURE TIME



Sc. 128 Pnl. I Bg. day night



Sc. 129 Pnl. A Bg. day night



Dialog:
Action: - C. PLACES RAIN/CORN HAIR.
Timing:

EPISODE # 1034-238 Production :

ADVENTURE TIME

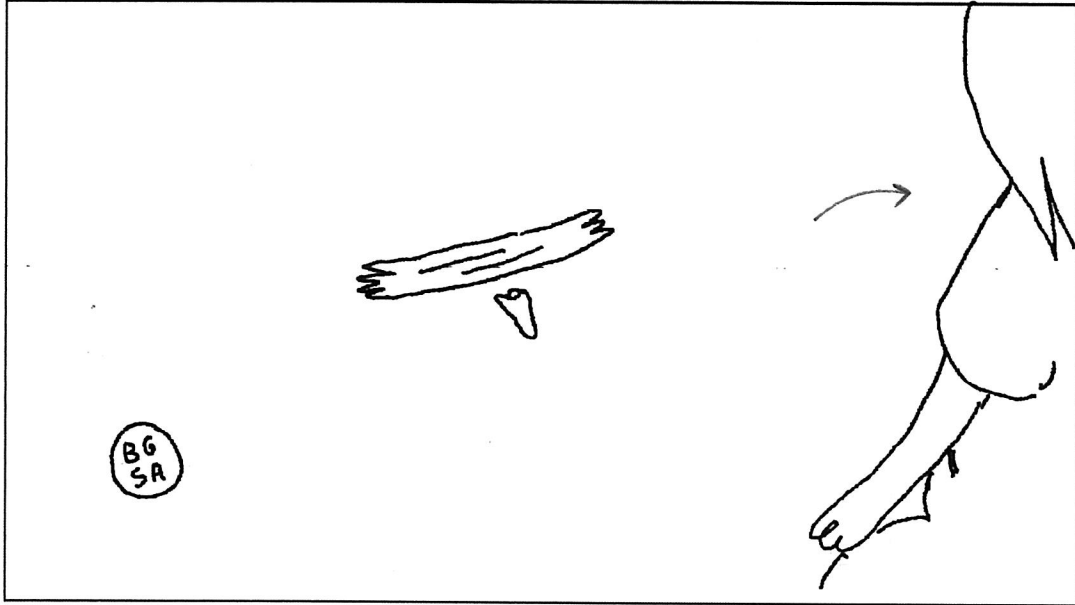


Sc. 129

Pnl. B

Bg.

day night

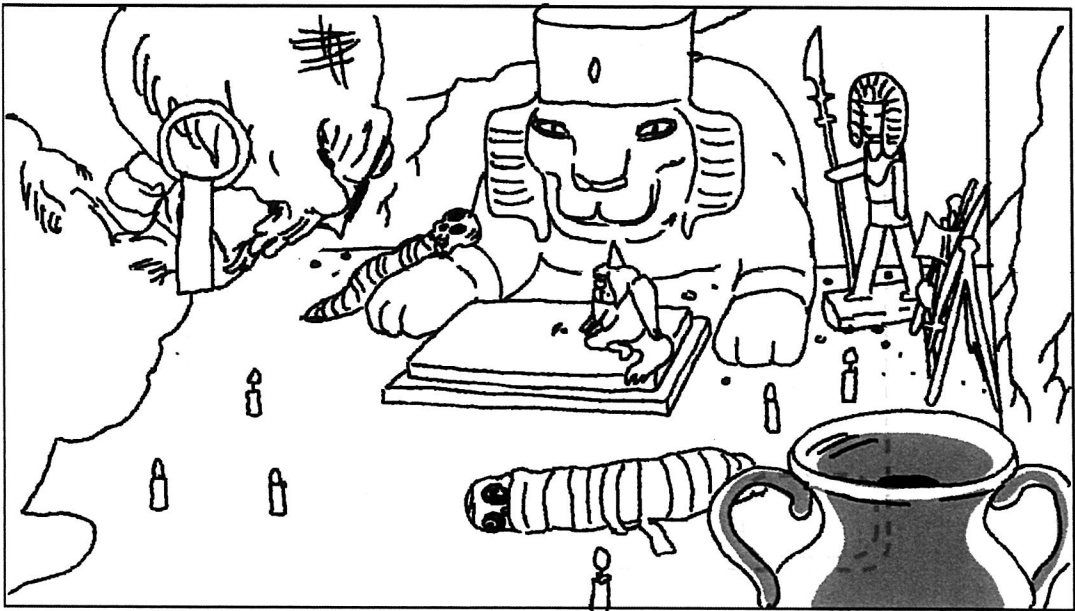


Sc. 130

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1034-238

Production :

ADVENTURE TIME



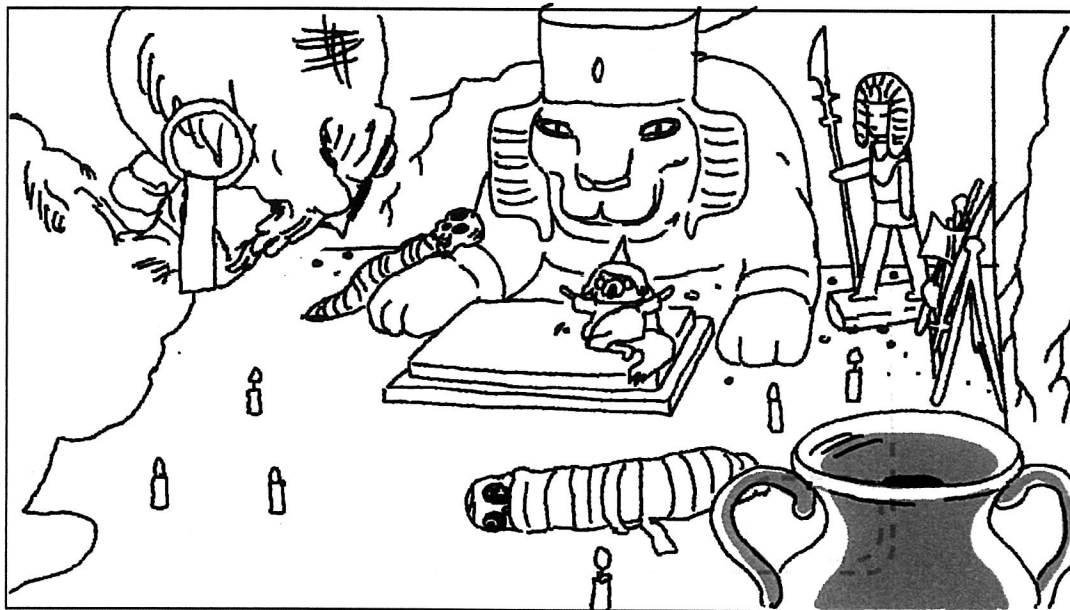
Page 236

Sc. 130

Pnl. B

Bg.

day night



Sc. 131

Pnl. A

Bg.

day night



Dialog:

© ALL Y'ALL KEEP QUIET!
CHARLIE'S FLEXIN'!

Action:

- C. LOOKS TO ROOM,

Timing:

1034-238

EPISODE #

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ADVENTURE TIME



Sc. 131 Pnl. B Bg. day night



Sc. 131 Pnl. C Bg. day night



Dialog:
Action: - C. OPENS BAG.
Timing:

EPISODE # 1034-238
Production :

ADVENTURE TIME



Page 238

Sc. 131

Pnl. D

Bg.

day night



S/A

Sc. 131

Pnl. E

Bg.

day night



S/A

Dialog:

©/ LET'S SEE, FINALLY
I'VE GOT THE HAIR OF THE
MOTHER, AND A BONE OF THE
FATHER.

Action:

Timing:

1034-238

EPISODE #

Production :

ADVENTURE TIME



Sc. 131

Pnl. F

Bg.

day night



Sc. 131

Pnl. G

Bg.

day night



Dialog:

C

TIME TO DO A RARE TURBO BOOSTED
PERSONAL READING.

Action:

-C. SHUFFLES

Timing:

F1



F2



F3



F4



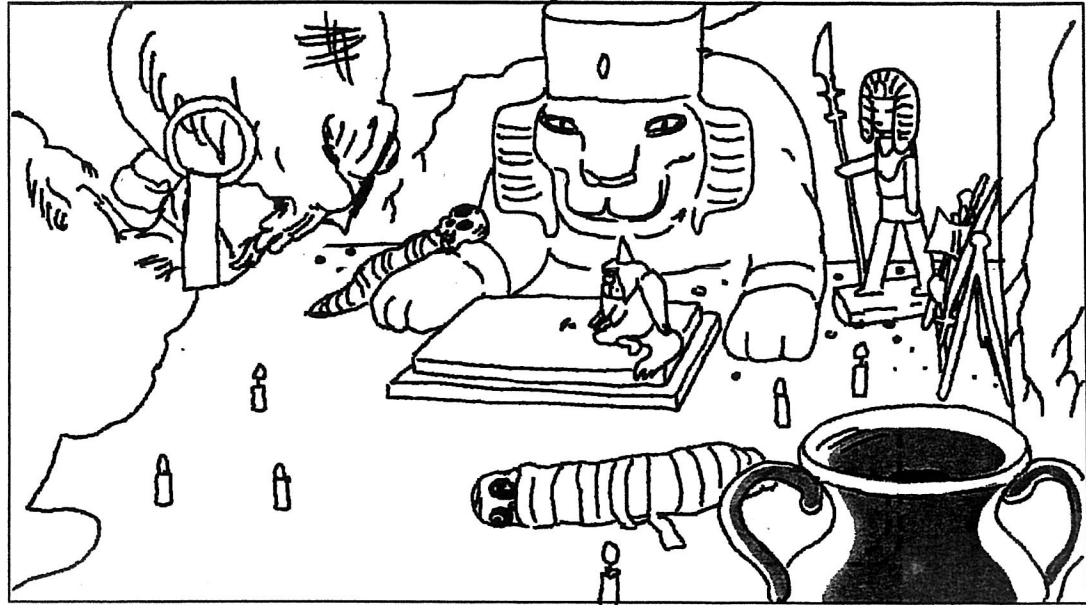
EPISODE # 1034-238

Production :

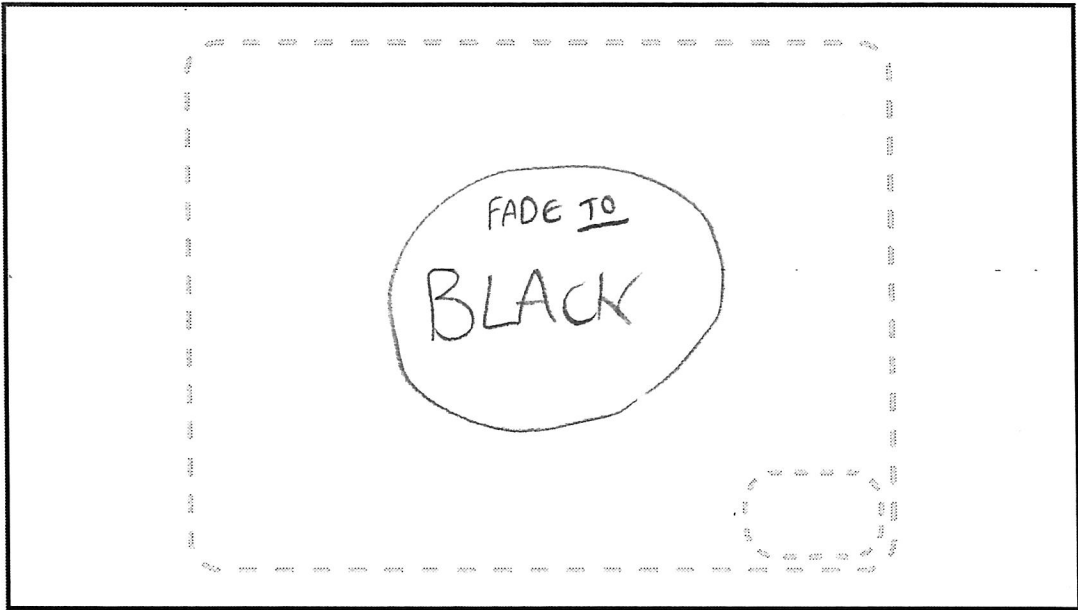
ADVENTURE TIME



Sc. 132 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	SFX: SHUFFLING Charlie "Self-Care Mega Blow"
Action:	FADE OUT [Hand-drawn scribbles and a small circle with 'A1' inside]
Timing:	

EPISODE # 1034-238

Production:

ADVENTURE TIME

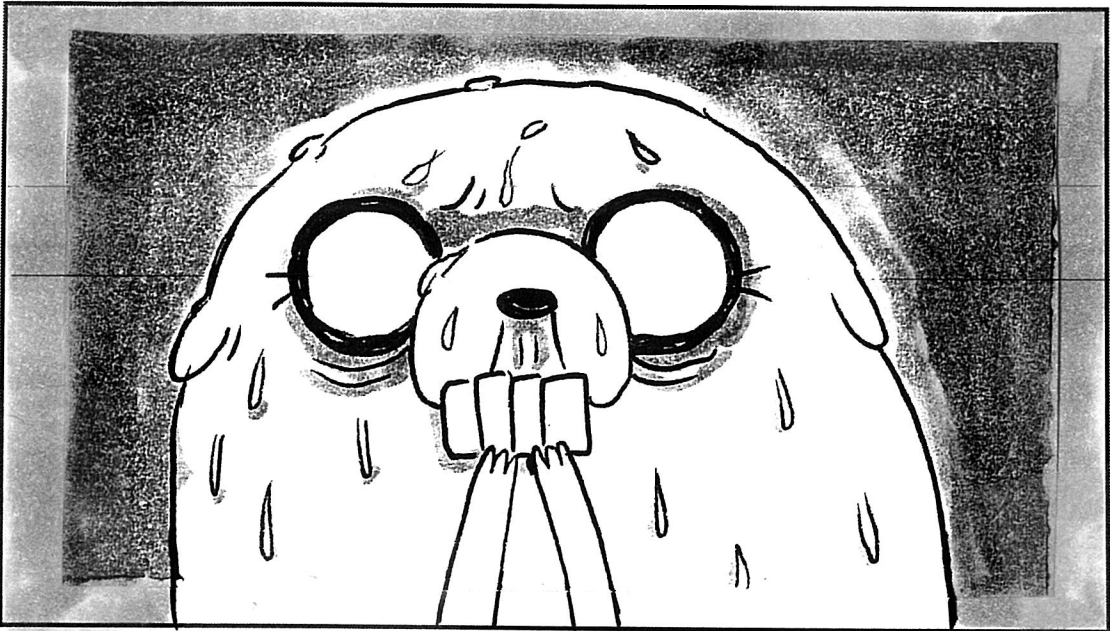


Sc. 133

Pnl. A

Bg.

day night

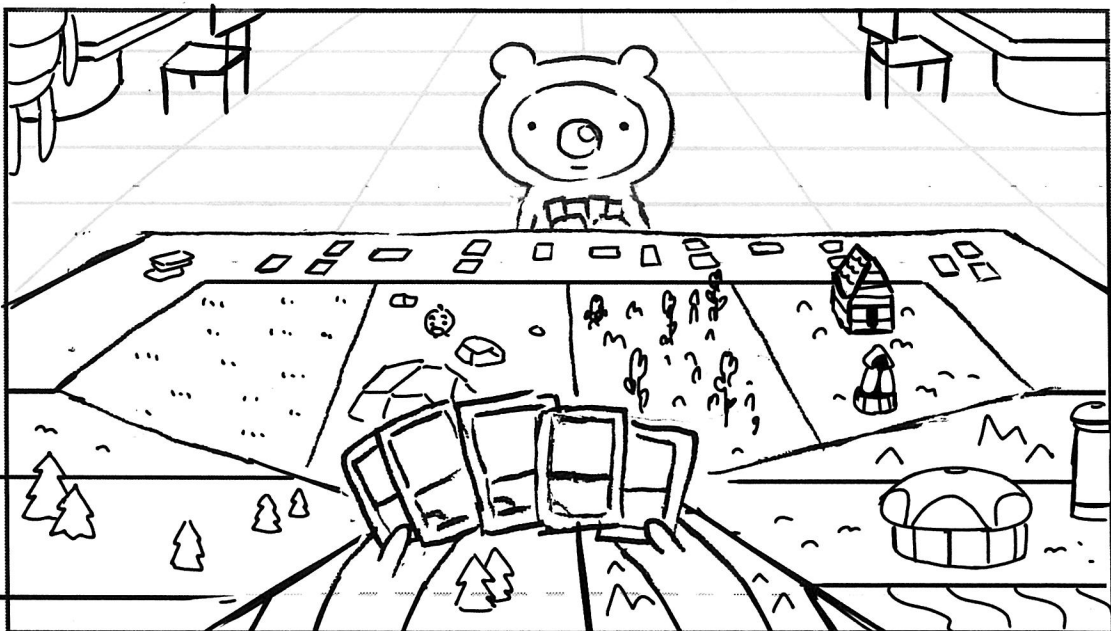


Sc. 134

Pnl. A

Bg.

day night



Dialog:

(9/5) TA It's SEMI-FINAL ROUND AND
MR. OUTRAGEOUS HAS JAKE ON THE ROPES...

J (V.O) HE'S GOT ME
DEAD TO RIGHTS...

Action:

-JAKE SWEATING PROFUSELY,
FADE OUT

-JAKE POV of MR. OUTRAGEOUS

Timing:

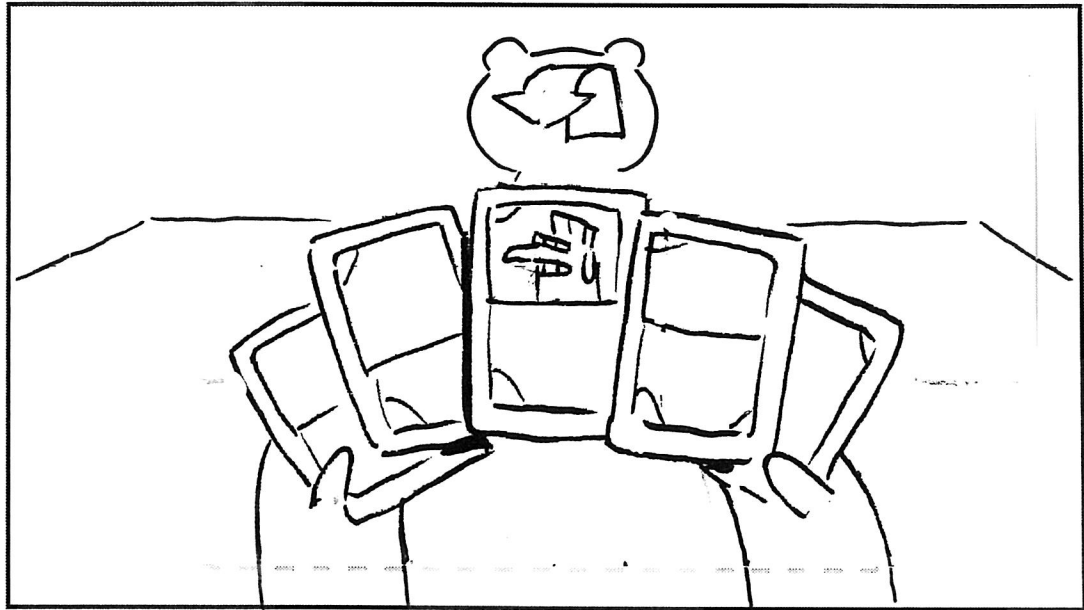
EPISODE # 1034-238

Production:

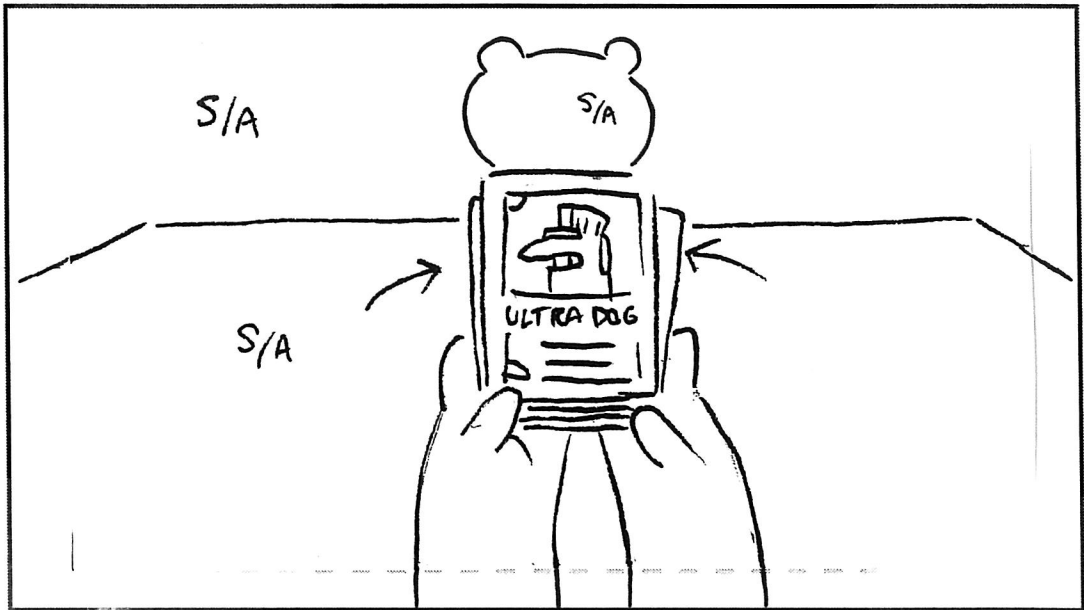
ADVENTURE TIME



Sc. 134 Pnl. B Bg. day night



Sc. 134 Pnl. C Bg. day night

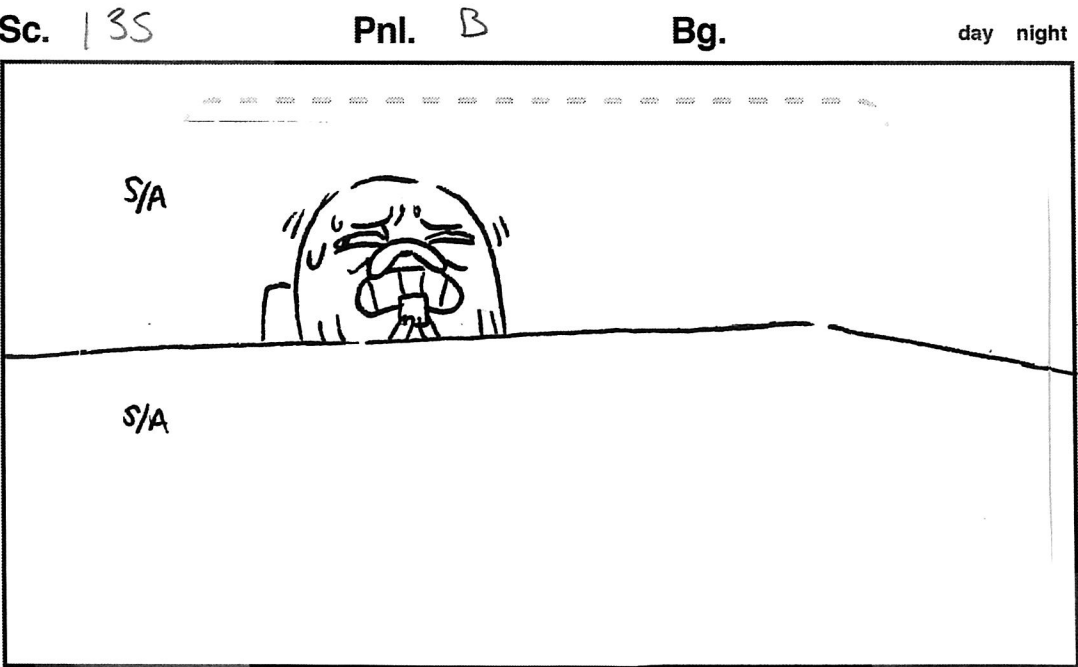
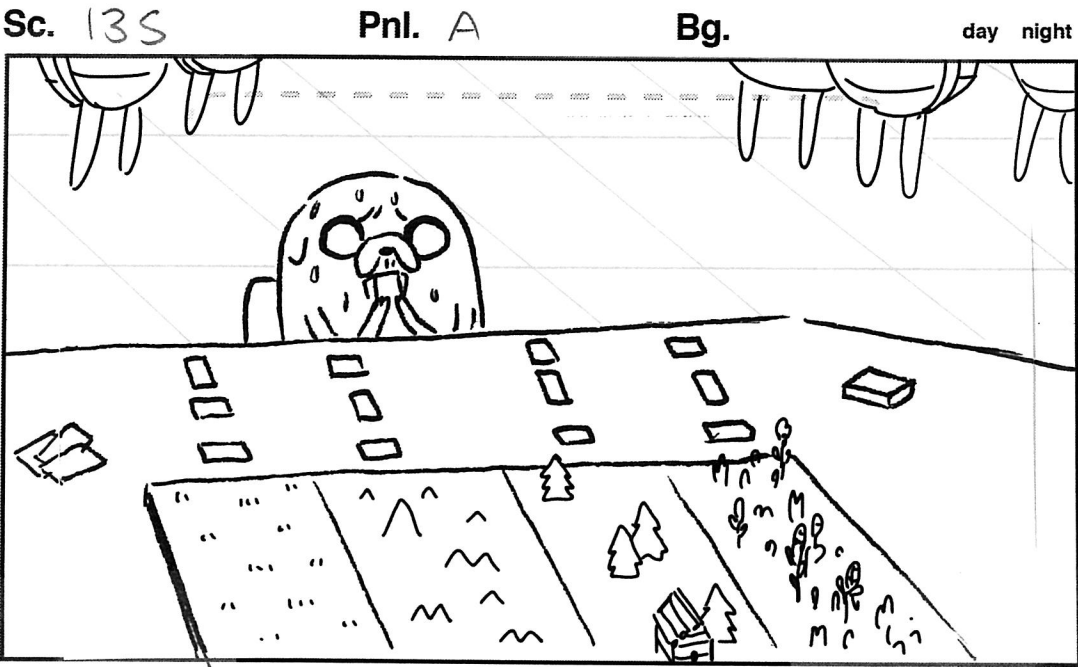


<p>Dialog:</p> <p>① (V/O) <u>BUT</u> I CAN STILL PLAY MY ULTRA DOG AND FORCE A DRAW...</p>	<p>① (V/O) AND WHILE TECHNICALLY A LEGAL MOVE --</p>
<p>Action:</p> <p>- J, BRINGS CARDS CLOSER.</p>	<p>- J, MOVES ULTRA-DOG TO THE FRONT OF HAND.</p>
<p>Timing:</p>	

EPISODE # 1034-238

Production:

ADVENTURE TIME



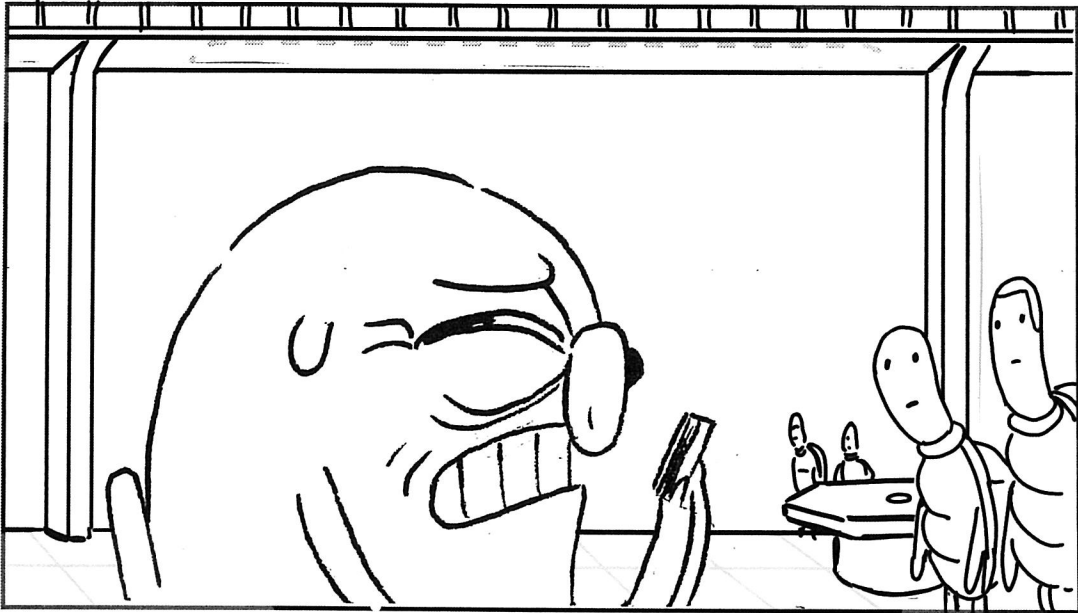
Dialog:	① IT'S CONSIDERED A LOW-CLASS MANEUVER THIS LATE IN THE tourney.	① NNNN... what do I do?
Action:	- J SHAKES WITH STRESS.	
Timing:		

EPISODE # 1034-238
Production:

ADVENTURE TIME



Sc. 136 Pnl. A Bg. day night



Sc. 136 Pnl. B Bg. day night



Dialog:

(VS)
JAKE-20 : JAKE ...

Action:

- J. TREMBLING.

Timing:

1034-238

EPISODE #

Production:

ADVENTURE TIME



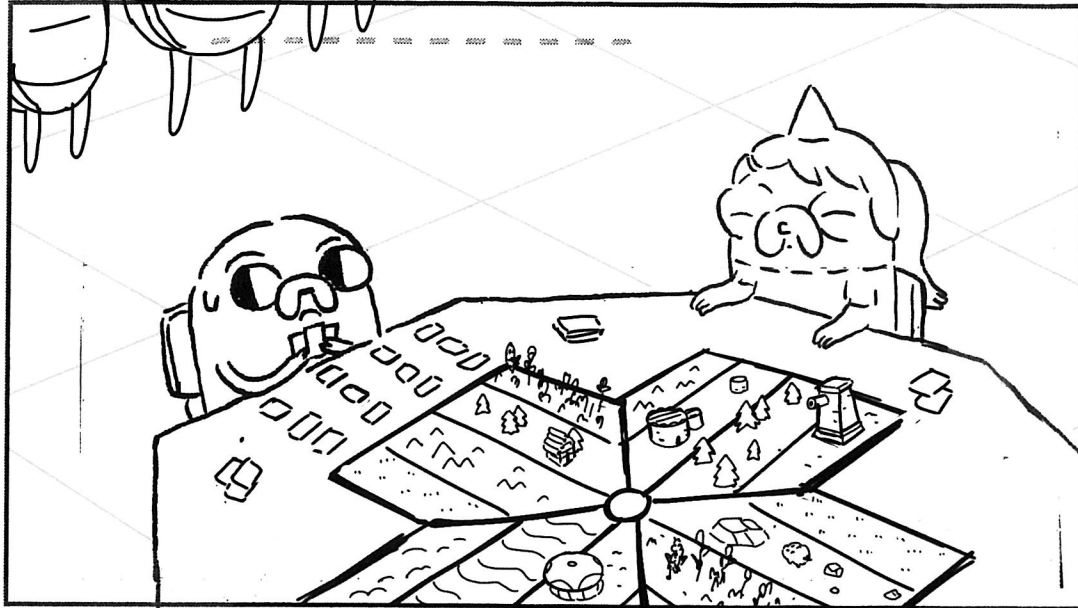
Page 245

Sc. 137

Pnl. A

Bg.

day night

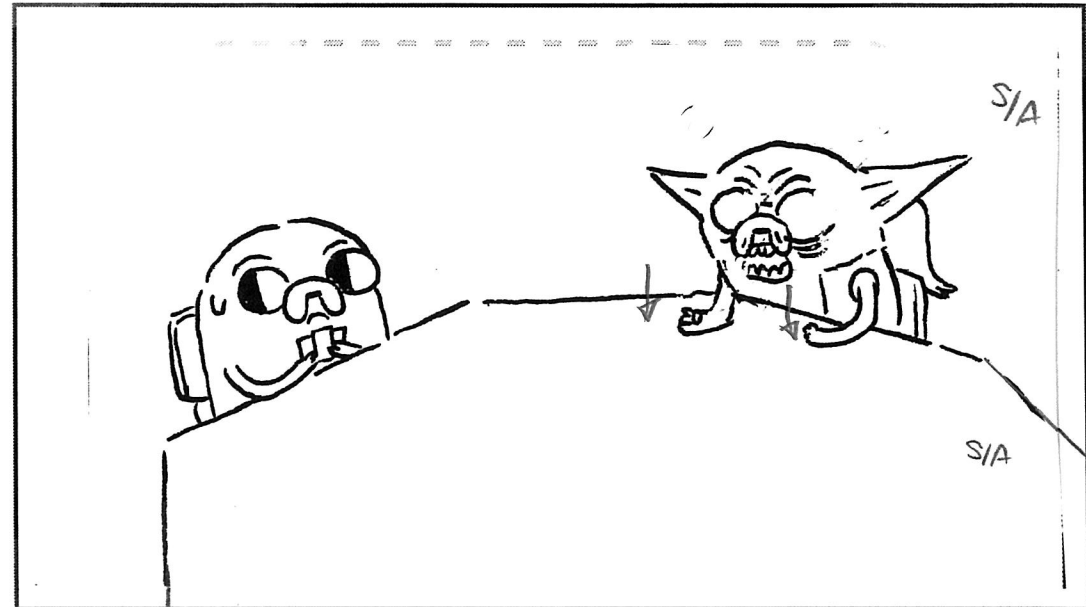


Sc. 137

Pnl. B

Bg.

day night



Dialog:

J20: DO IIIIT...

Action:

- JAKE-CHARLIE TRANSFORMS
INTO JAKE-20.

Timing:

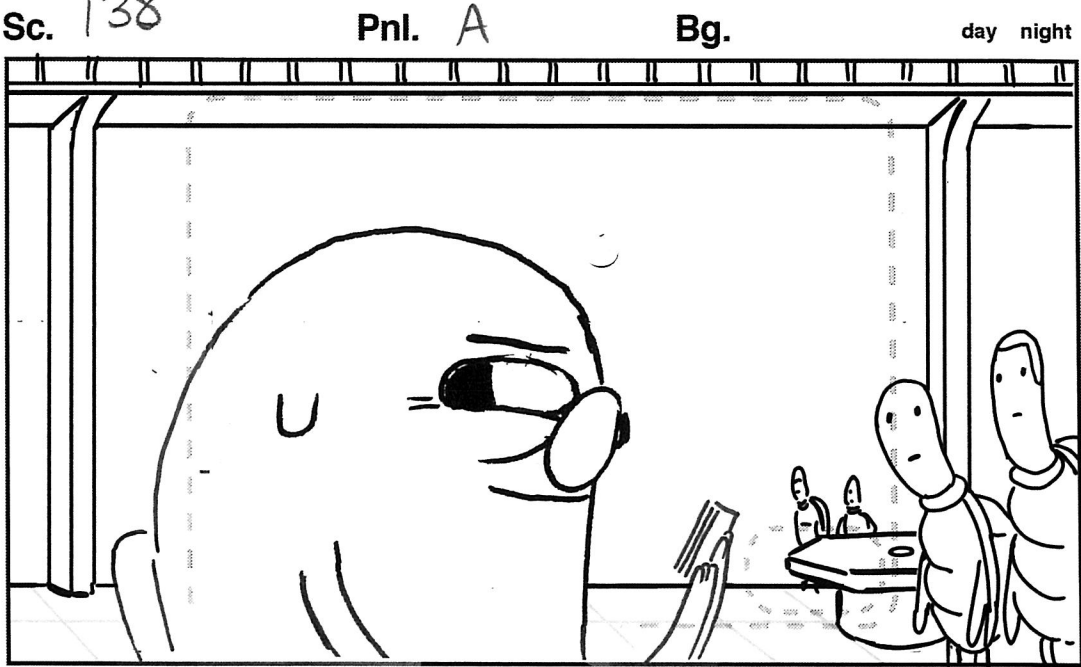
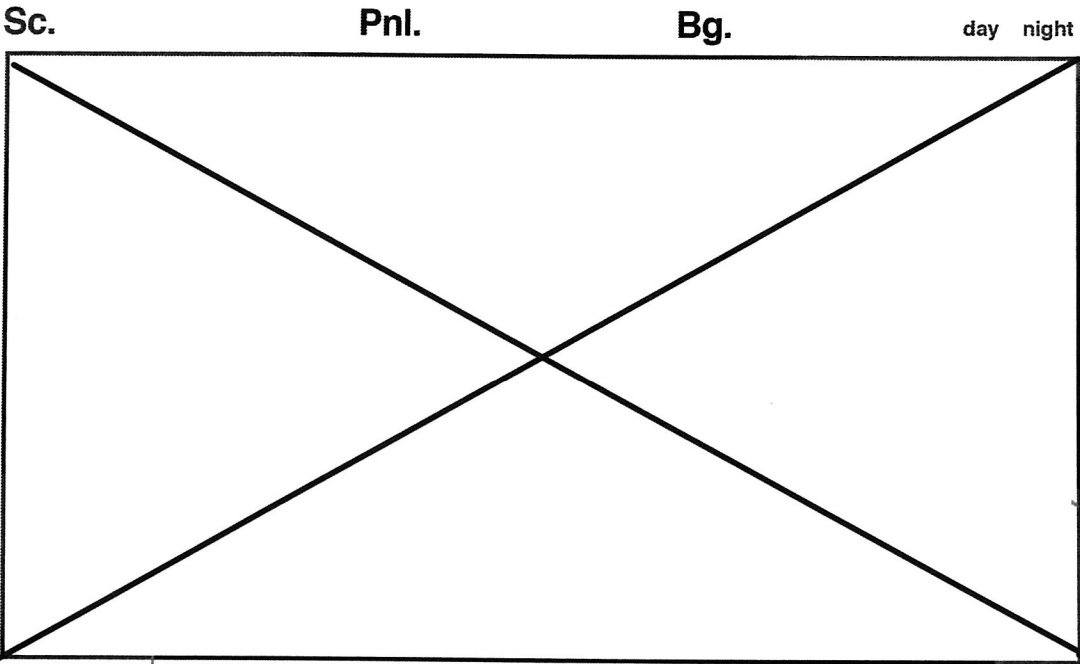


1034-238

EPISODE #

Production:

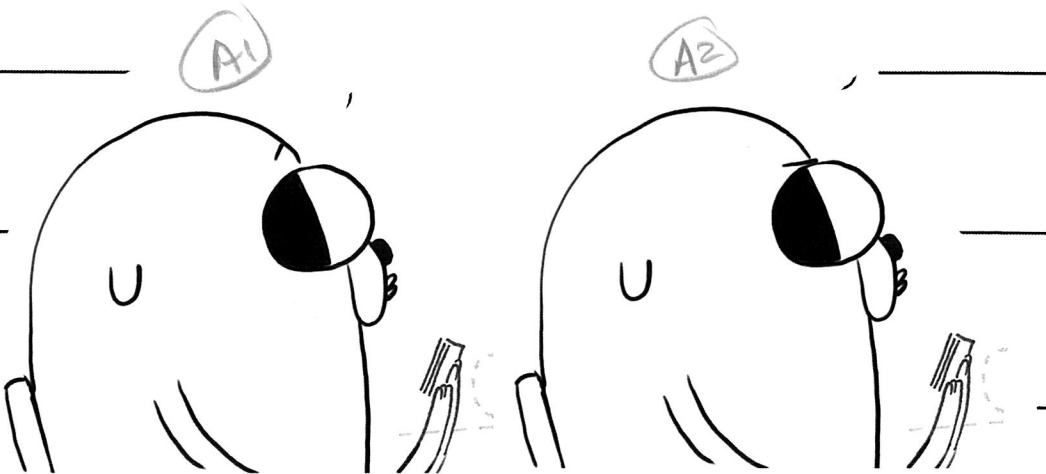
ADVENTURE TIME



Dialog:

Action:

Timing:



EPISODE # 1034-238

Production:

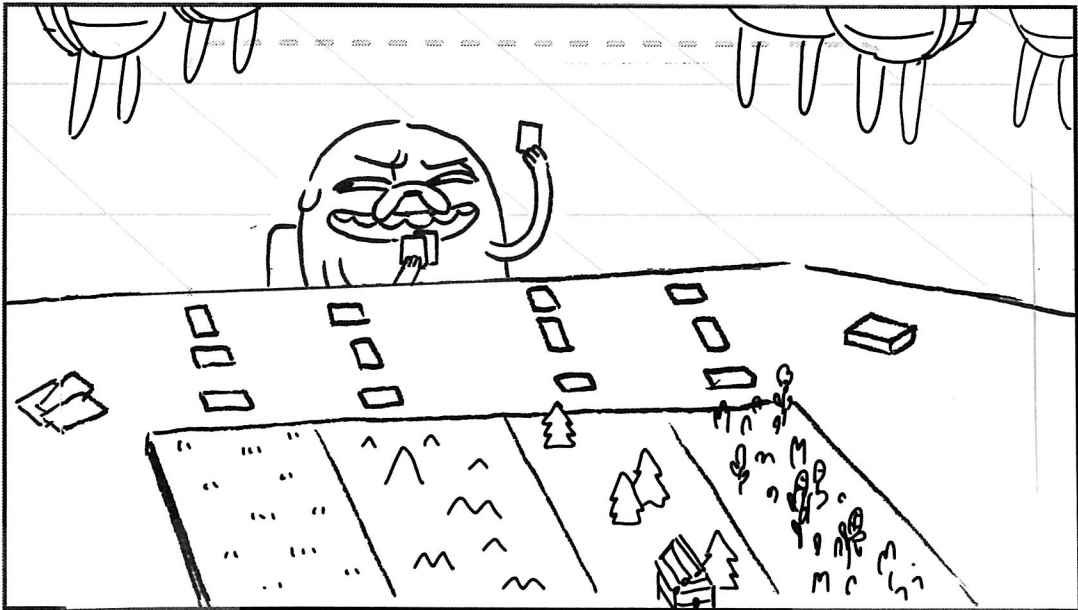
ADVENTURE TIME



Sc. 138 Pnl. B Bg. day night



Sc. 139 Pnl. A Bg. day night



Dialog:

(J) YEAH... I PLAY...

Action:

-J, HOLDS UP
ULTRA DOG CARD

Timing:



1034-238

EPISODE #

Production:

ADVENTURE TIME



Sc. 139

Pnl. B

Bg.

day night

Sc. 139

Pnl. C

Bg.

day night

Dialog:

① ULTRA DOG!

SFX: *VOOP*

Action:

- J. SLAPS DOWN CARD.

- ULTRA-DOG RISES FROM BOARD.

Timing:

↑

↑

ⓑ

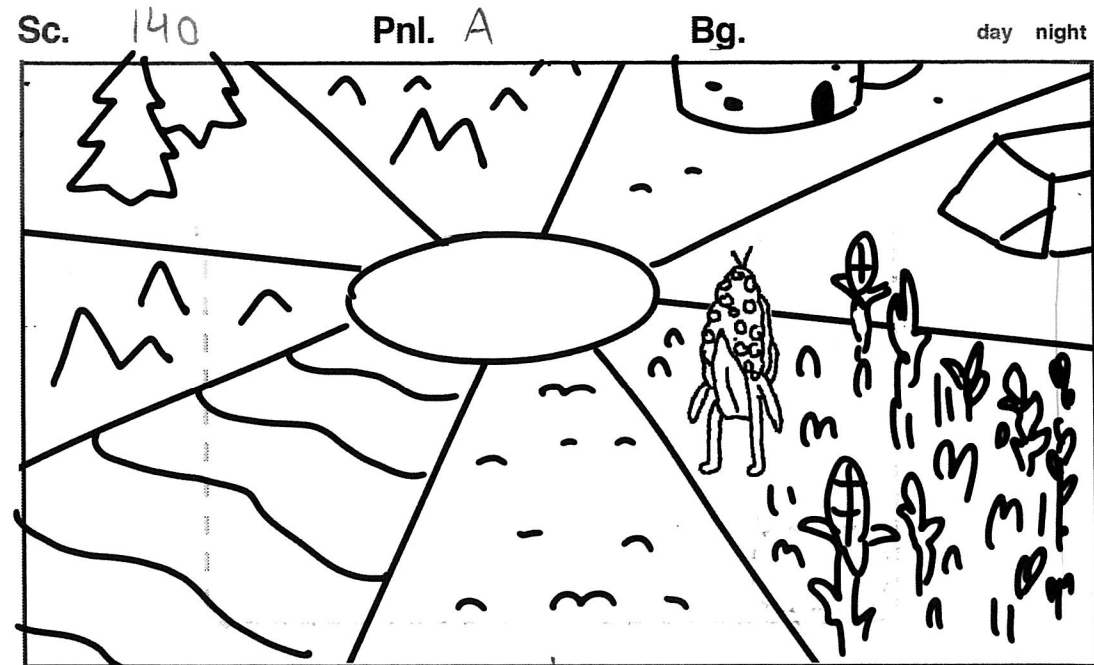
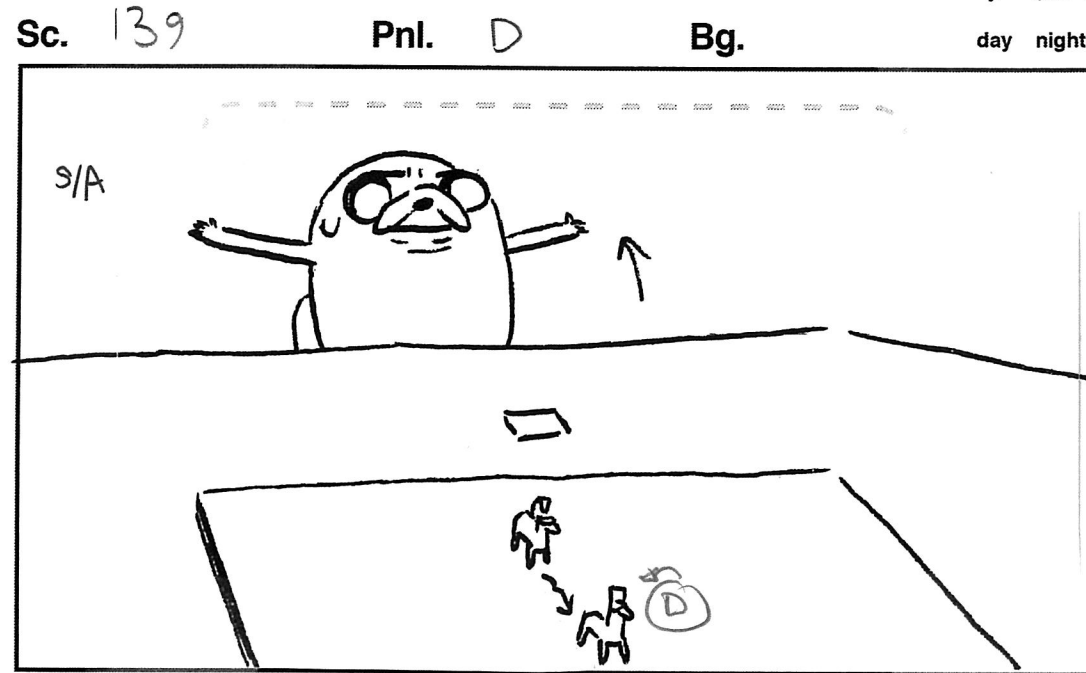
EPISODE # 1034-238

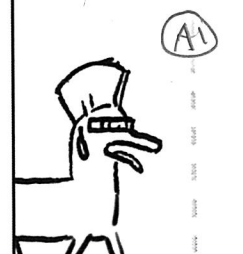
Production:

ADVENTURE TIME



Page 249



Dialog:	<u>TA:</u> ^(Vo) A SHOCKING MOVE
Action:	- ULTRA DOG MARCHES FORWARD.
Timing:	

EPISODE # 1034-238

Production:

ADVENTURE TIME



Sc. 140 Pnl. B Bg. day night

S/A

+

Sc. 140 Pnl. C Bg. day night

S/A

Dialog:

SFX: *CHUNK!*

Action: - ULTRA DOG MARCHES ON/ (BL) - ULTRA DOG HAMMERS GROUND

Timing:

+

EPISODE # 1034-238

Production:

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ADVENTURE TIME

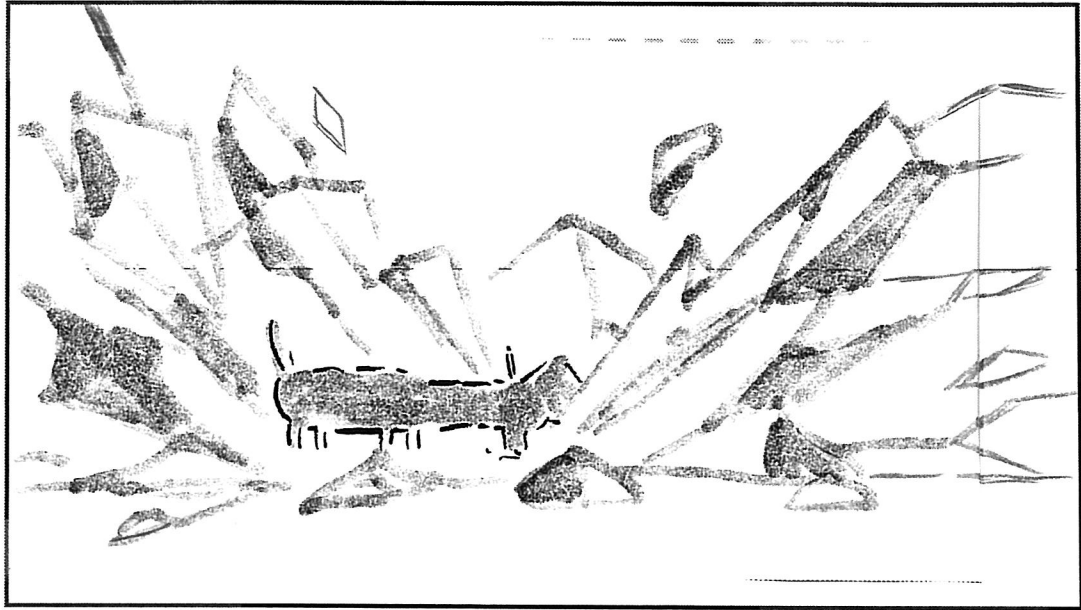


Sc. 140

Pnl. D

Bg.

day night

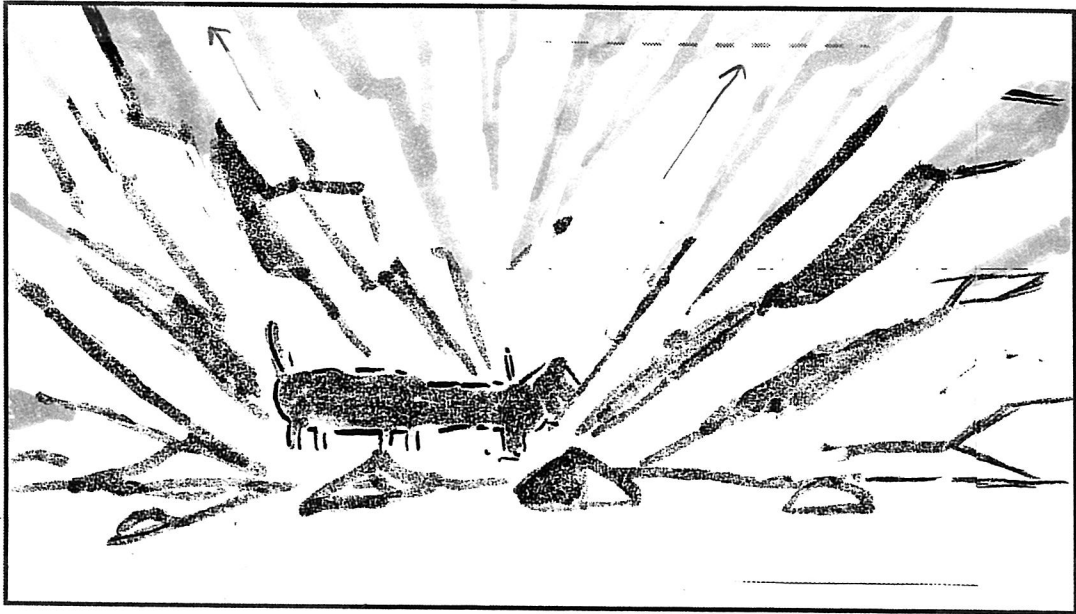


Sc. 140

Pnl. E

Bg.

day night



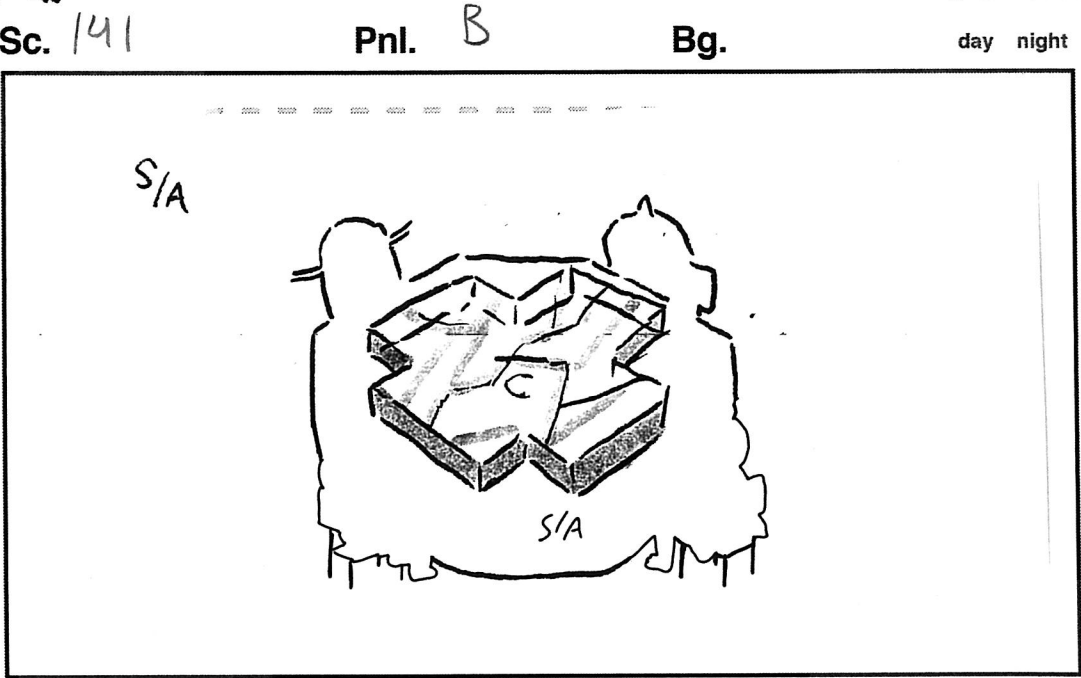
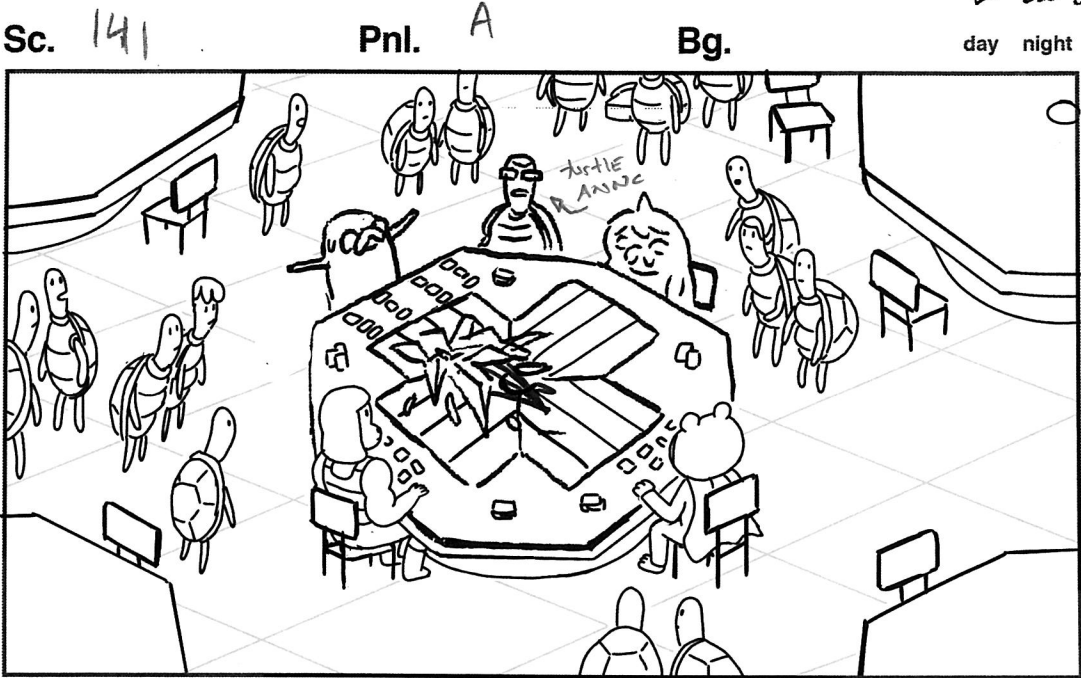
Dialog:	TA: ^(0/5) ULTRA DOG ATTACKS THE TILLED FIELD WITH "COLD NOSE!"	TA: ^(0/5) WHICH MEANS -
Action:	- ICE CRYSTALS EXPAND EXPLOSIVELY.	
Timing:		

Production:

EPISODE #

1034-238

ADVENTURE TIME



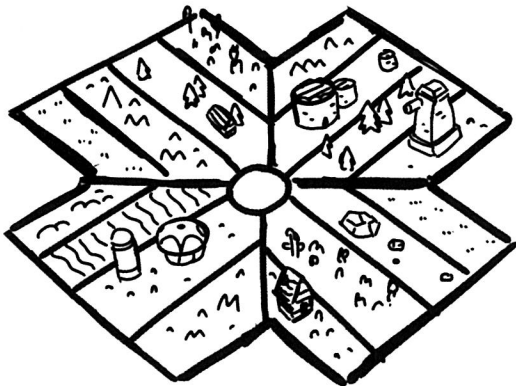
Dialog:

1A: CAT'S GAME --

SFX: *KLINK*

DETAIL OF GAME BOARD:

- ICE CRYSTAL BLOCK ENCASES
ENTIRE BOARD



1034-238

EPISODE #

Production:

ADVENTURE TIME




Sc. 141 Pnl. C Bg. day night

A storyboard panel labeled 'Sc. 141 Pnl. C Bg. day night'. It depicts a character with a headband and a small crown-like object on their head, standing on a large, irregularly shaped rock. The rock is labeled 'S/A' in the center. There are three arrows pointing towards the character from the left, and one arrow pointing away from the character towards the right. The background is a simple, light-colored area.

Sc. 141 Pnl. D Bg. day night

A storyboard panel labeled 'Sc. 141 Pnl. D Bg. day night'. It shows a group of characters in a room. In the center is a large, irregularly shaped rock labeled 'S/A'. Several characters are standing around the rock, some looking at it. There are chairs and tables in the background. Arrows indicate movement or focus within the scene.

Dialog:	<p><u>TA</u>: BUT BY TOURNEY RULES, THE slight point lead gives the win TO TEAM "DIGNIFIED"</p>	<p><u>TA</u>: THEY ADVANCE TO THE FINALS. →</p>
Action:	<p>(C1)</p> 	<p>-MR. OUTRAGEOUS + MR. INTERNATIONAL GET UP</p>
Timing:		

EPISODE # 1034-238

Production:

ADVENTURE TIME



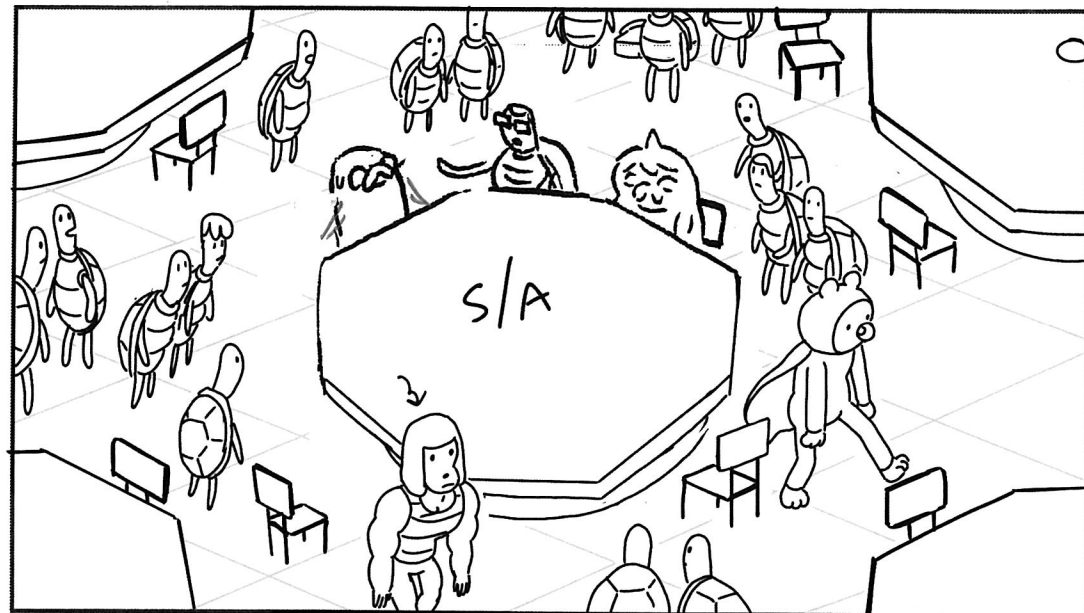
Page 253 A

Sc. 141

Pnl. E

Bg.

day night

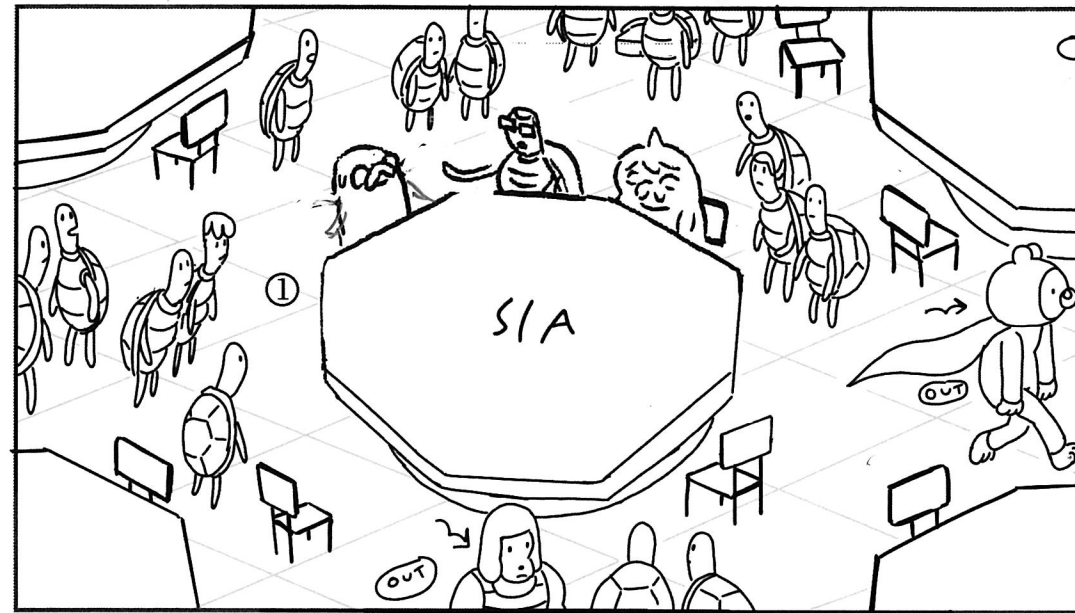


Sc. 141

Pnl. F

Bg.

day night



Dialog:

T. ANNE
CONT

Action:

-MR. OUTRAGEOUS + MR. INTERNATIONAL EXIT.

Timing:

EPISODE # 1034-238

Production:

ADVENTURE TIME

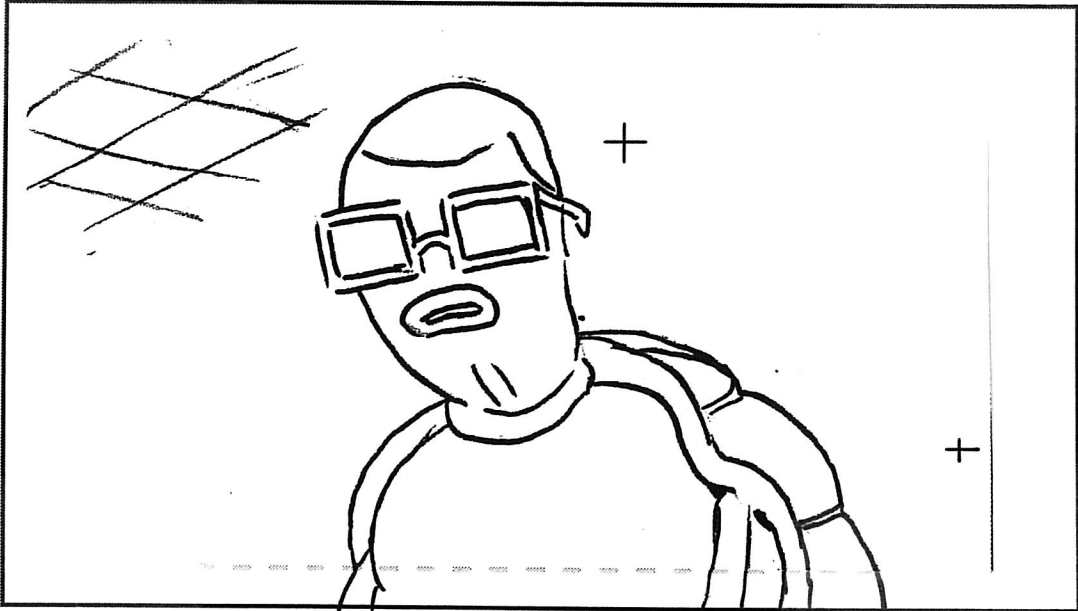


Sc. 142

Pnl. A

Bg.

day night

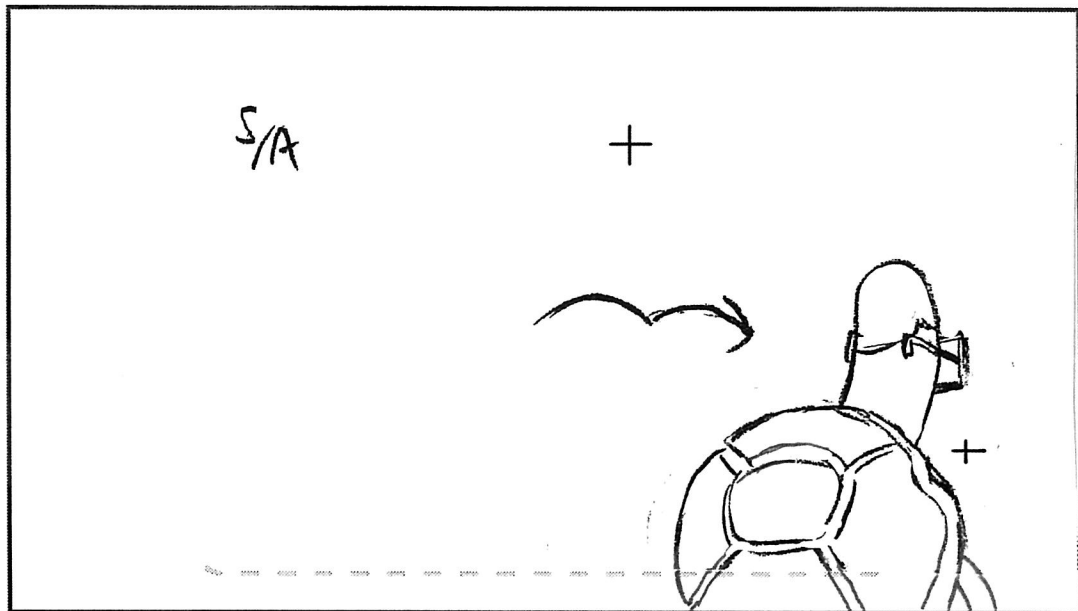


Sc. 142

Pnl. B

Bg.

day night



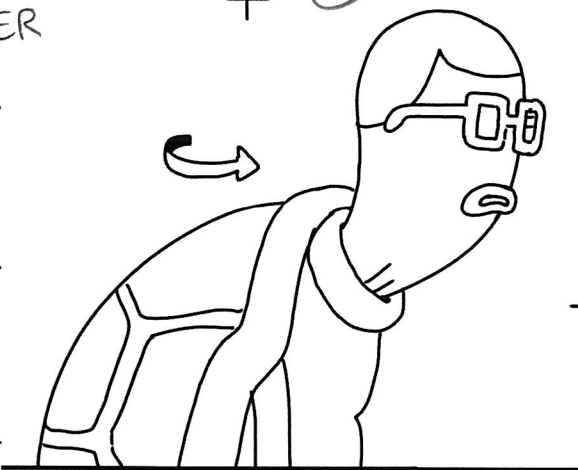
Dialog:

TA: VERSUS GRAND PRIX
AND MONIKER

+ (A)

Action:

Timing:



TA: (UNDER BREATH)
JUST A GARBAGE, GARBAGE WIN...

- TA WALKS OFF/S.

(B)

(OUT)



1034-238

EPISODE #

Production:

ADVENTURE TIME



Sc. 14343

Pnl. A

Bg.

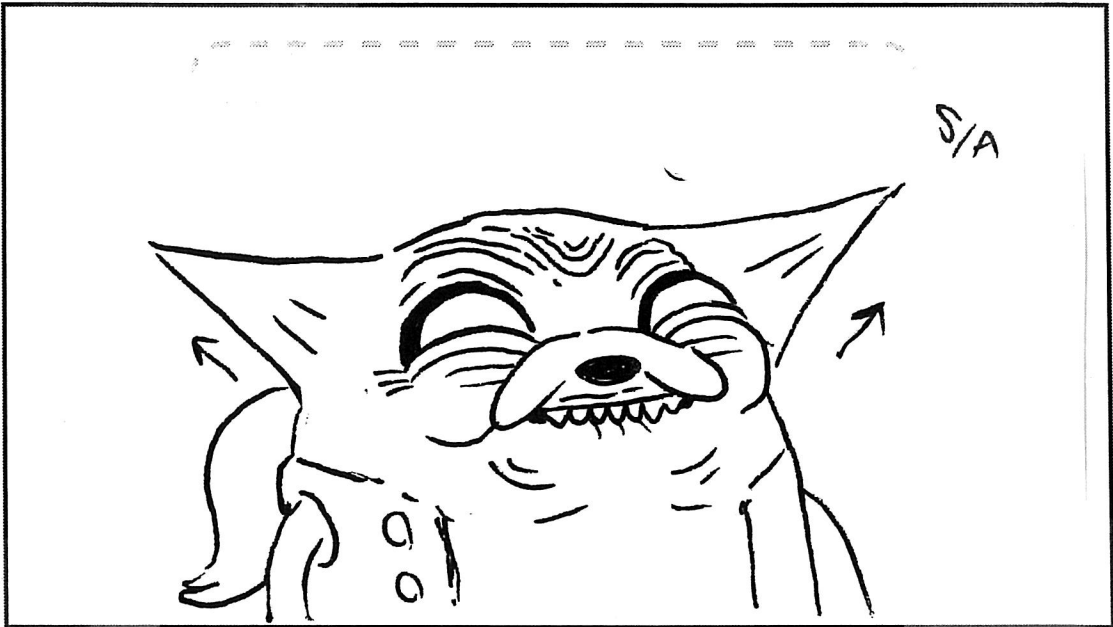
day night

Sc. 143

Pnl. B

Bg.

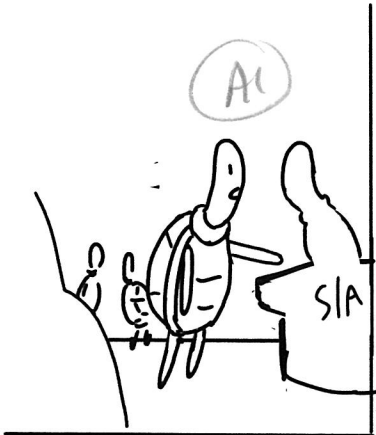
day night



Dialog:

Action:

Timing:



J-20 HEH HEH HEH ...

-J. STRETCHES INTO 20s JAKE. BL



EPISODE # 1034-238

Production:

ADVENTURE TIME

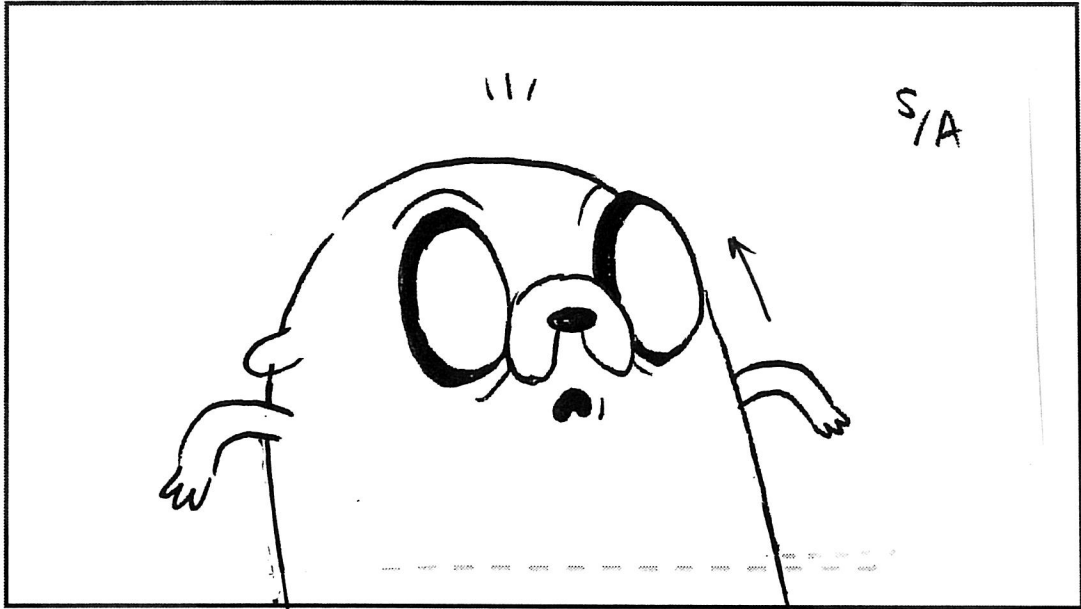


Sc. 143

Pnl. C

Bg.

day night

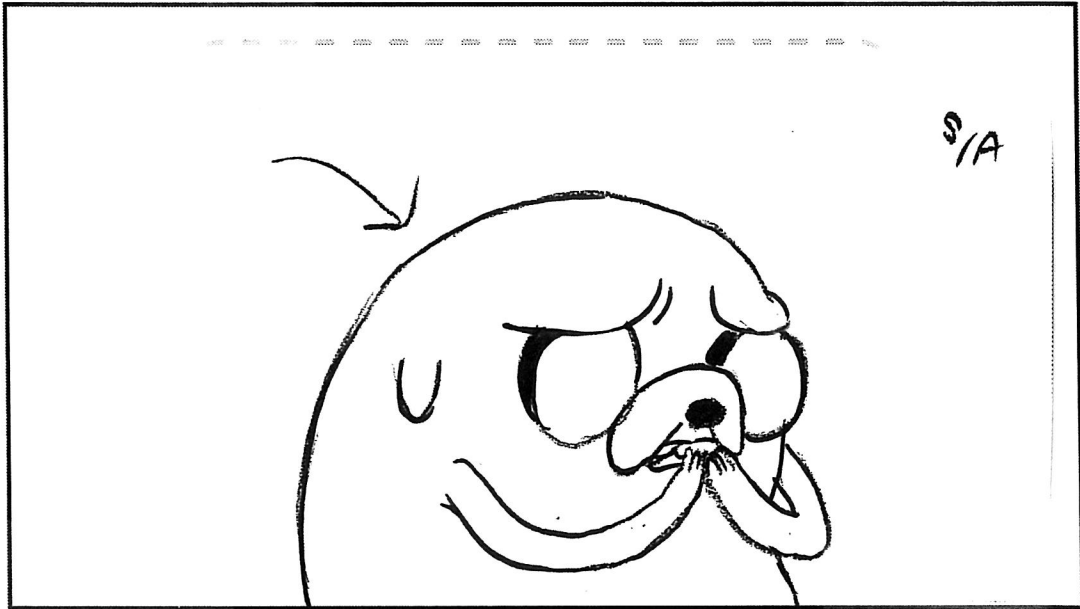


Sc. 143

Pnl. D

Bg.

day night



Dialog:	J: [GASP]	J: WHAT AM I DOING
Action:	- J. MORPHS BACK TO NORMAL SHAPE	
Timing:		

EPISODE # 1034-238
Production:

ADVENTURE TIME

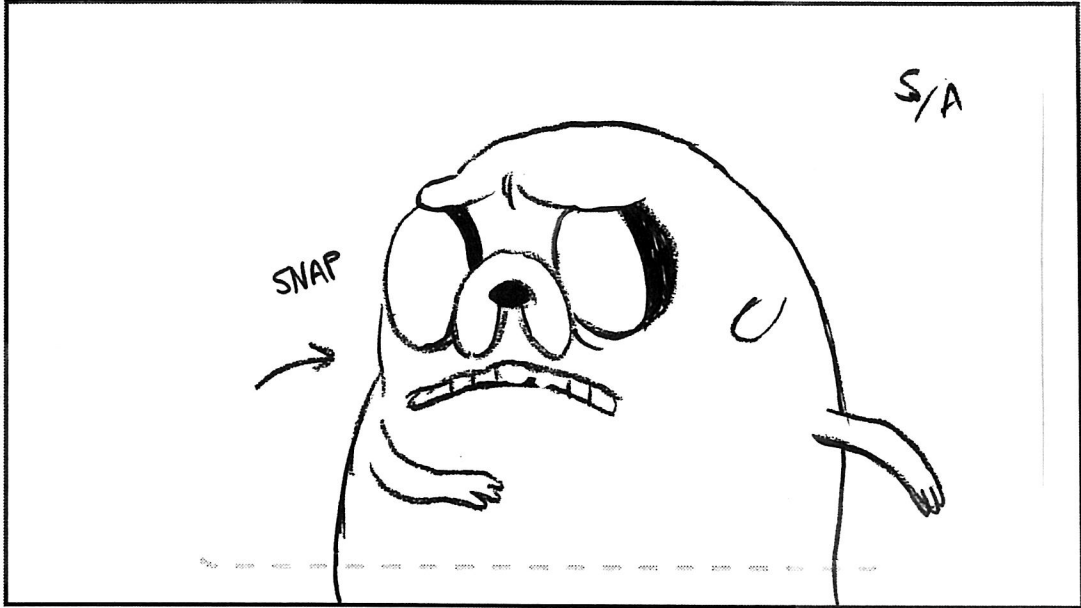


Sc. 143

Pnl. E

Bg.

day night

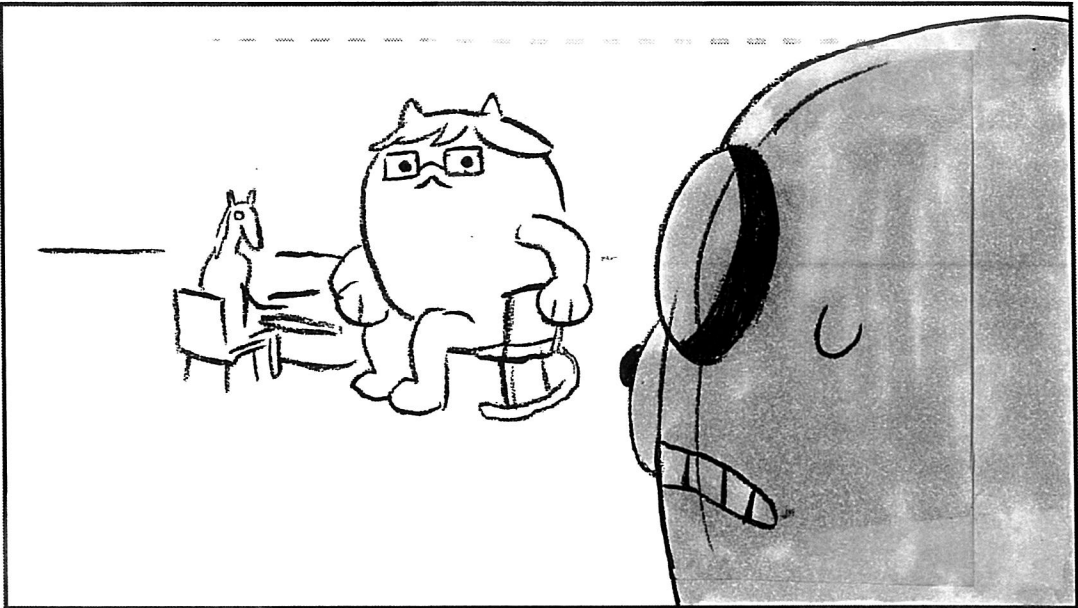


Sc. 144

Pnl. A

Bg.

day night



Dialog:	
Action:	-J LOOKS UP.
Timing:	-J, STARES AT MONIKER + GRAND PRIX.

EPISODE # 1034-238

Production:

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ADVENTURE TIME

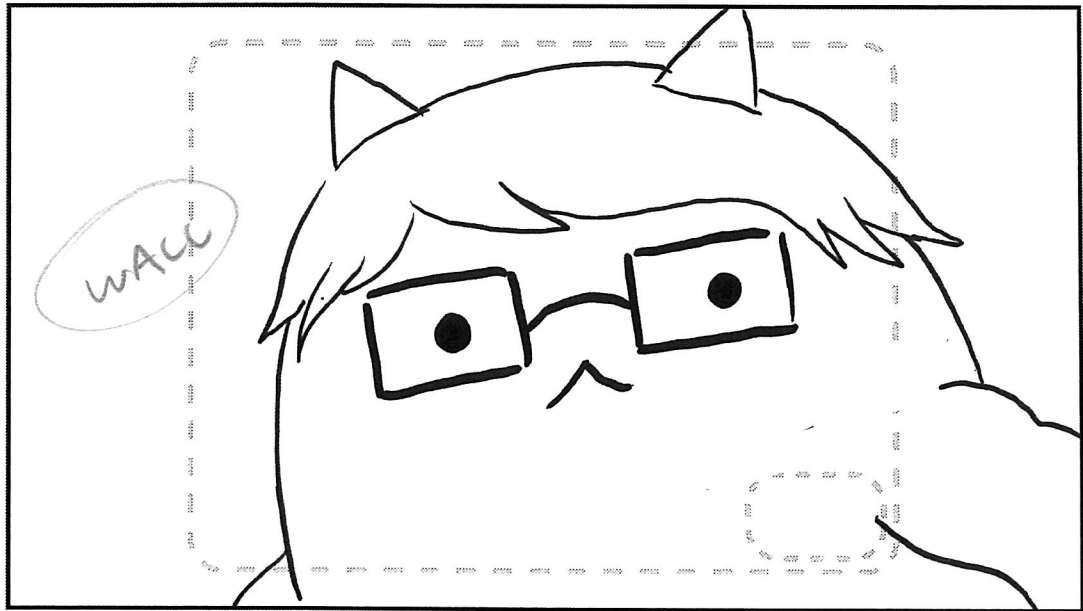


Sc. 145

Pnl. A

Bg.

day night



Sc. 146

Pnl. A

Bg.

day night



Dialog:

SFX: * OCEAN SOUNDS GROW *

Action:

CU of GRAND PRIX

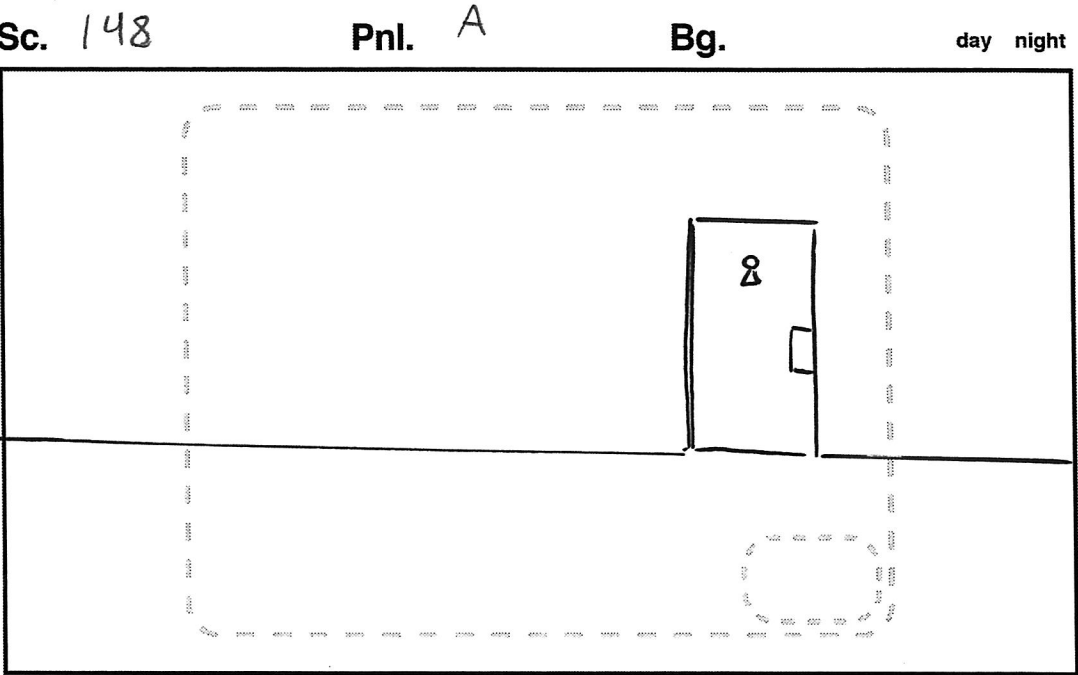
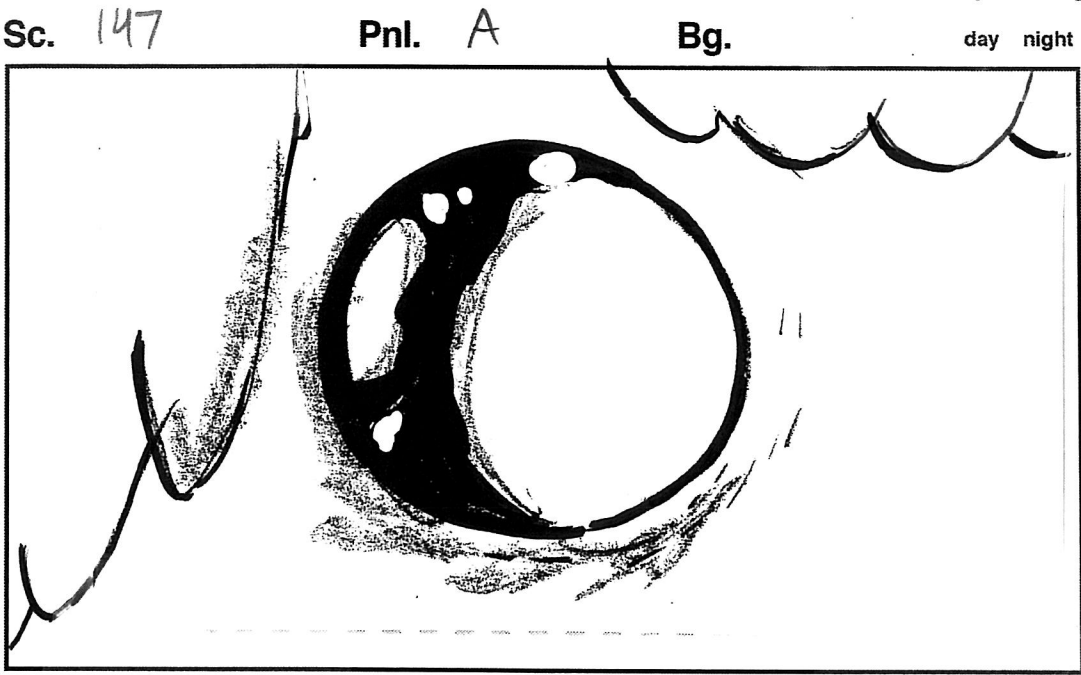
- CU of MONKER.

Timing:

EPISODE # 1034-238

Production:

ADVENTURE TIME



Dialog:	SFX: *OCEAN SOUNDS ROAR *
Action:	-CU of MONIKER'S EYE. -HIGHLIGHTS TREMBLE
Timing:	

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Production:

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ADVENTURE TIME



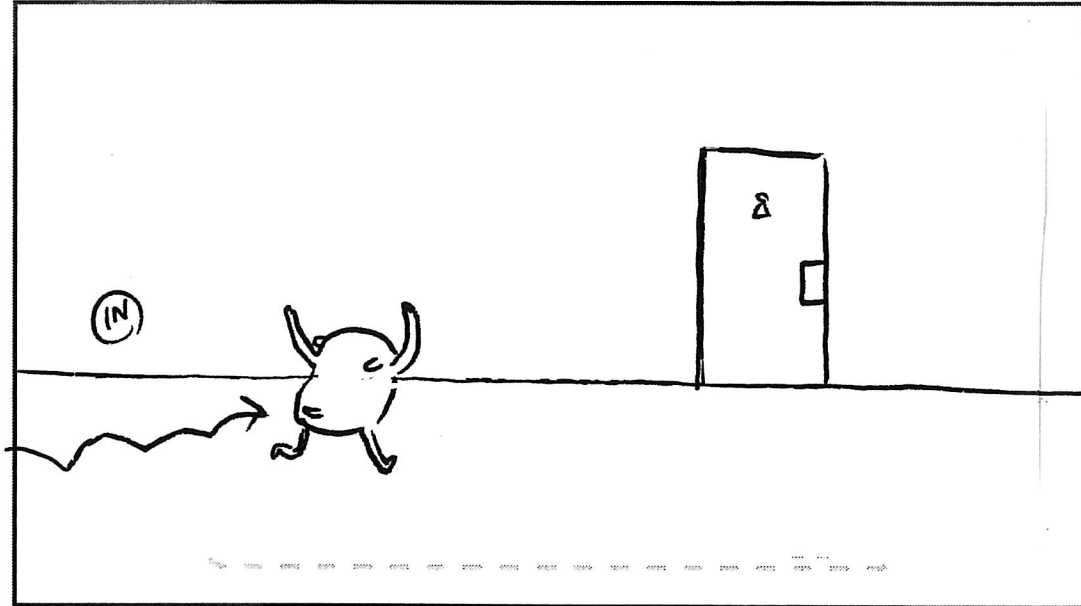
Page 260

Sc. 148

Pnl. B

Bg.

day night

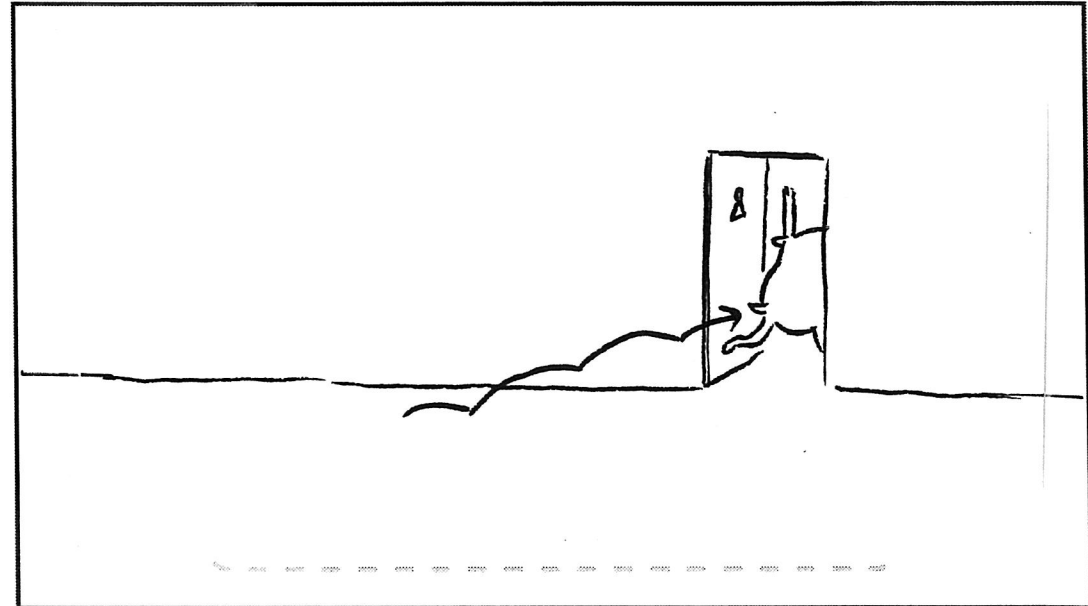


Sc. 148

Pnl. C

Bg.

day night



Dialog:

SFX: * WHAM! *

Action:

-J. RUNS ON/S.

-J. RUNS INTO RESTROOM.

Timing:

1034-238

EPISODE #

Production:

ADVENTURE TIME



Sc. Pnl. Bg. day night

CUT TO
BLACK

Sc. 149 Pnl. A Bg. day night

Dialog:

Action:

Timing:

SFX: * SHUFFLING: — CHIME *

EPISODE # 1034-238

Production:

ADVENTURE TIME



Page 262

Sc. 149

Pnl. B

Bg.

day night



Sc. 149

Pnl. C

Bg.

day night



Dialog:

© ALRIGHT --

© THE DECK IS RIPE --

Action:

-C STOPS SHUFFLING

-C. HOLDS UP CARD

Timing:

(B1)



(B2)



(B3)



(B4)



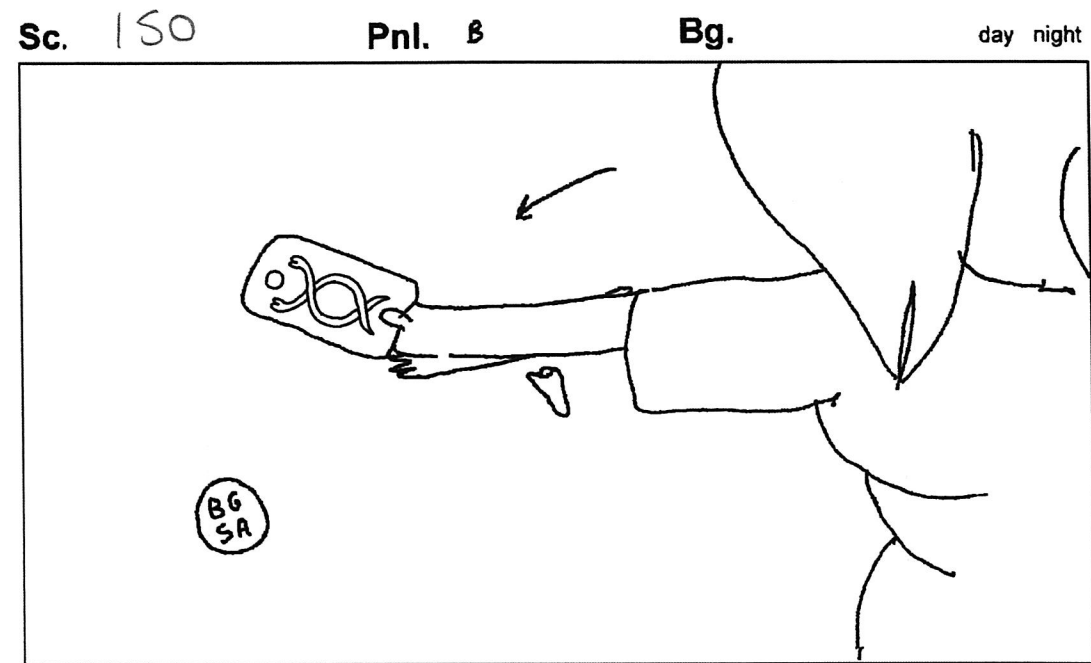
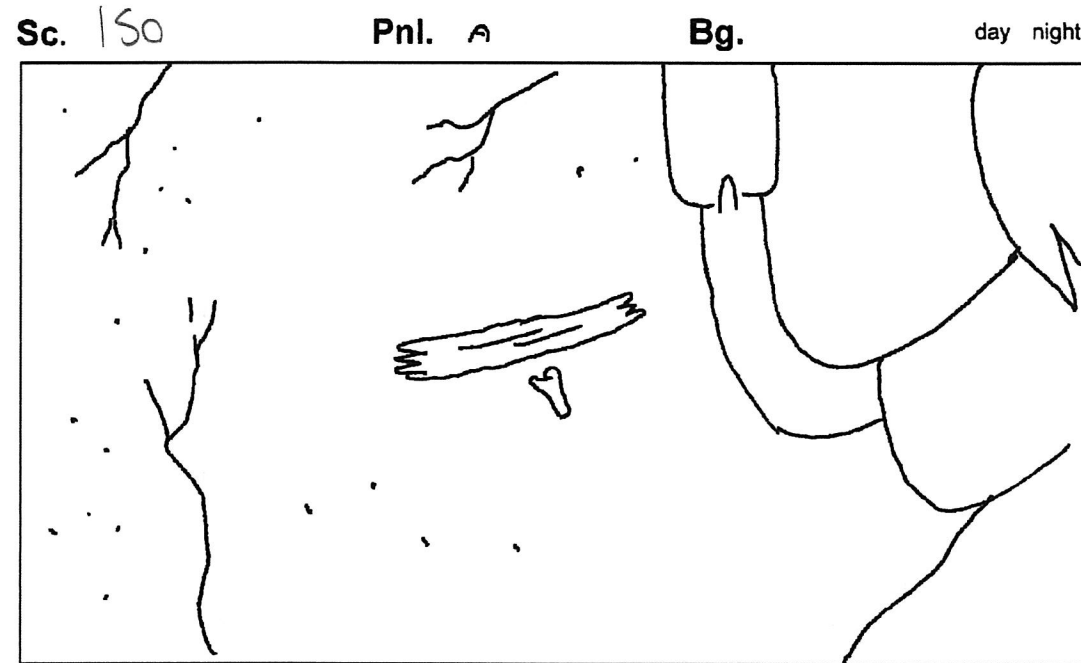
EPISODE # 1034-238

Production :

ADVENTURE TIME



Page 263



Dialog:

C/ Lets see what the cards say.

Action:

- C. LAYS DOWN FIRST CARD.

Timing:

EPISODE # 1034-238

Production :

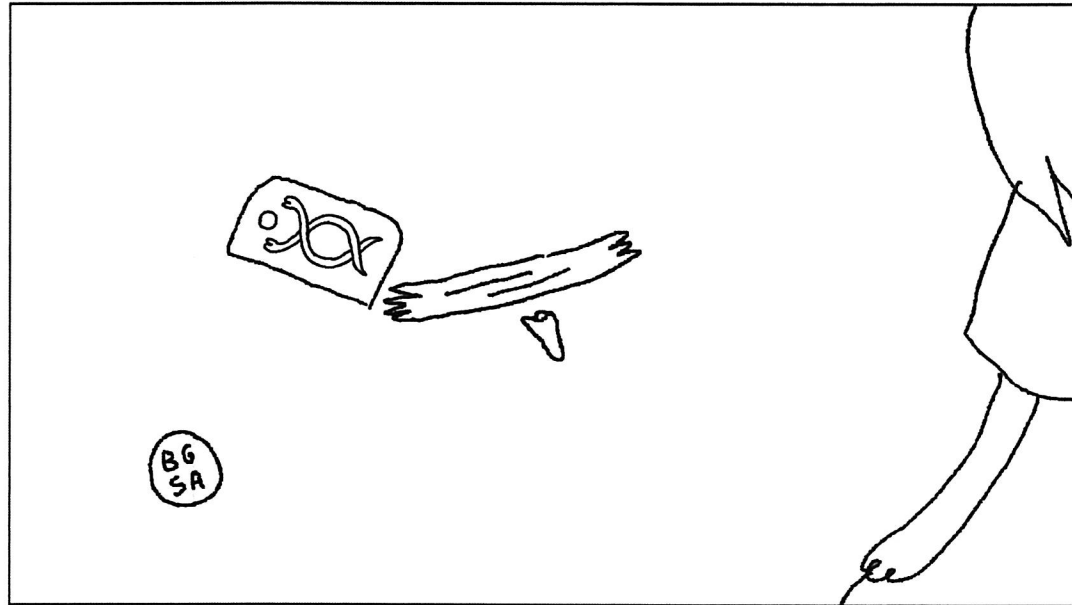
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

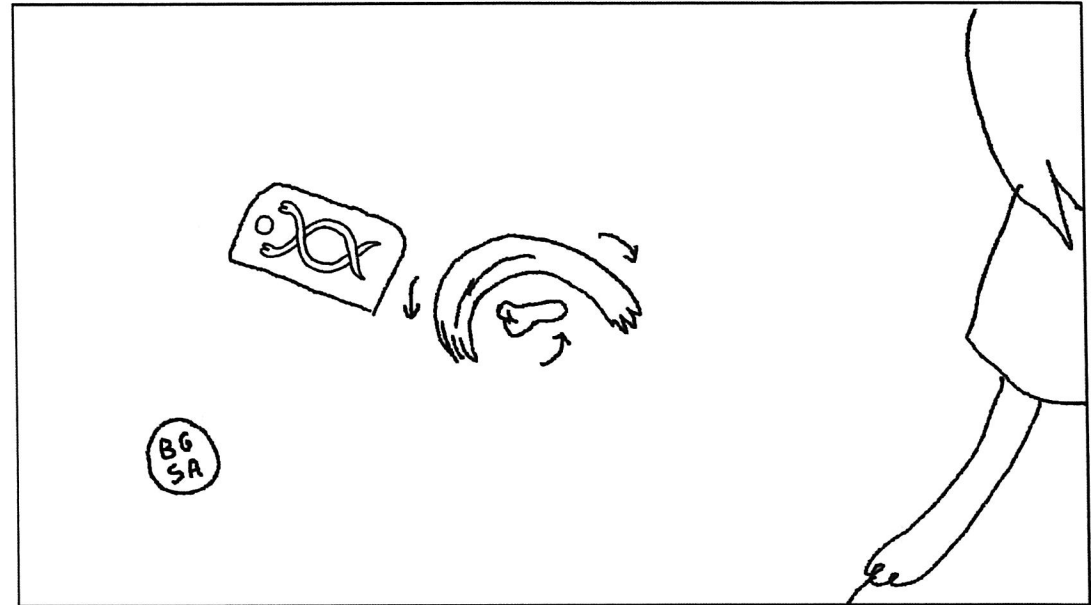


Page 264

Sc. 150 Pnl. c Bg. day night



Sc. 150 Pnl. d Bg. day night



Dialog:

Action:

- LOCK of HAIR AND BONE SHIFT.

Timing:

EPISODE # 1034-238

Production :

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ADVENTURE TIME



No Sc.151

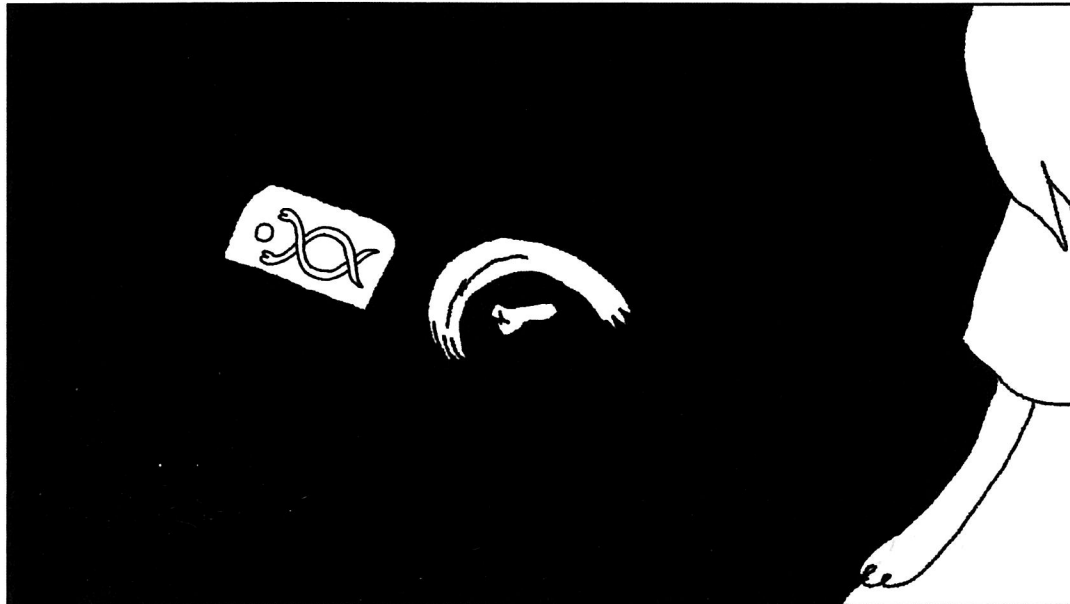
Page 265

Sc. 150

Pnl. E

Bg.

day night

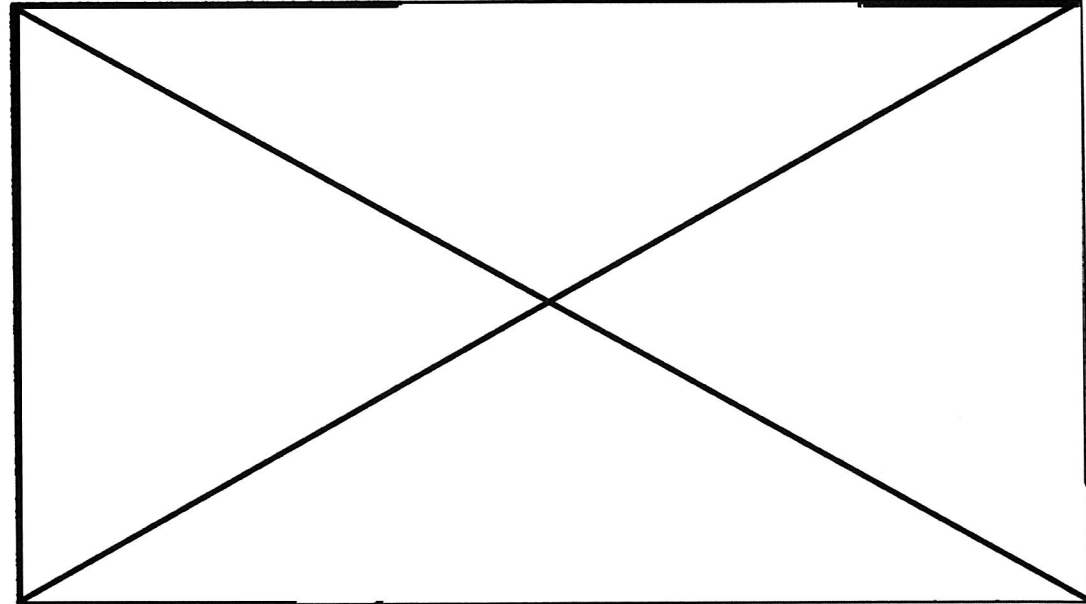


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

BQ. BLACKS OUT
(STAYS BLACK UNTIL SHE MELTS

Timing:

WITH HERSELF)

EPISODE # 1034-238

Production :

NO SC151

ADVENTURE TIME



Page 266

Sc. 152

Pnl. A

Bg.

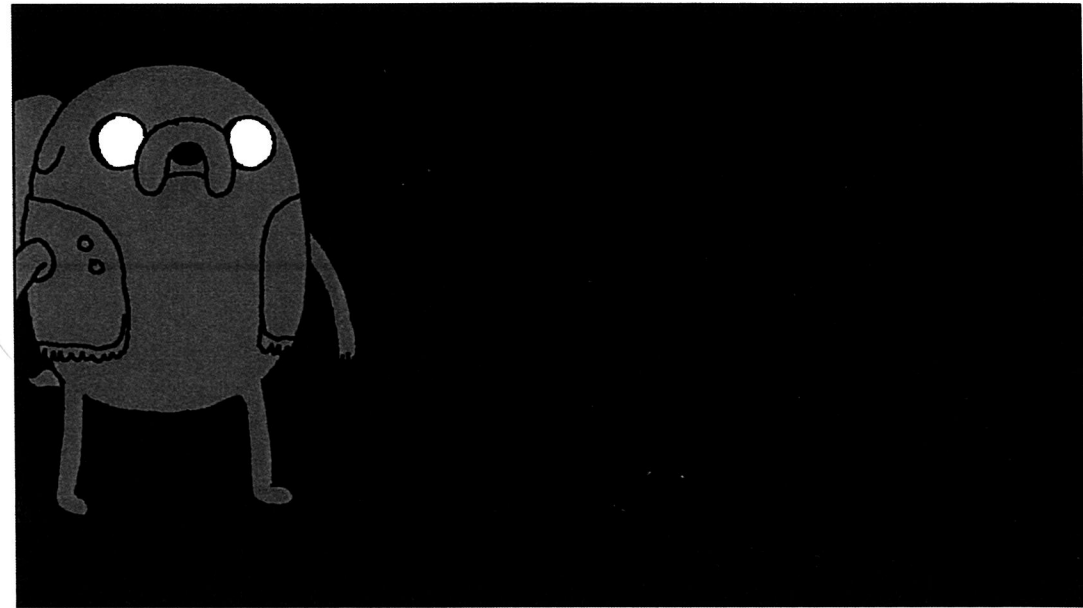
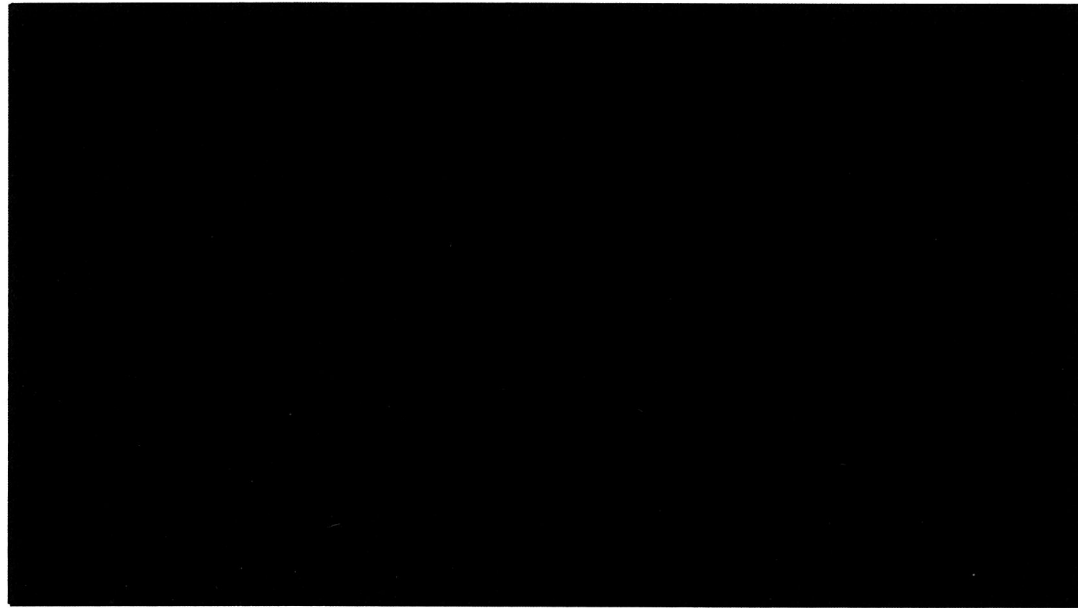
day night

Sc. 152

Pnl. 6

Bg.

day night



Dialog:

Action:

- 20s JAKE WALKS OUT FROM
THE DARKNESS.

Timing:

EPISODE # 1034-238

Production :

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ADVENTURE TIME



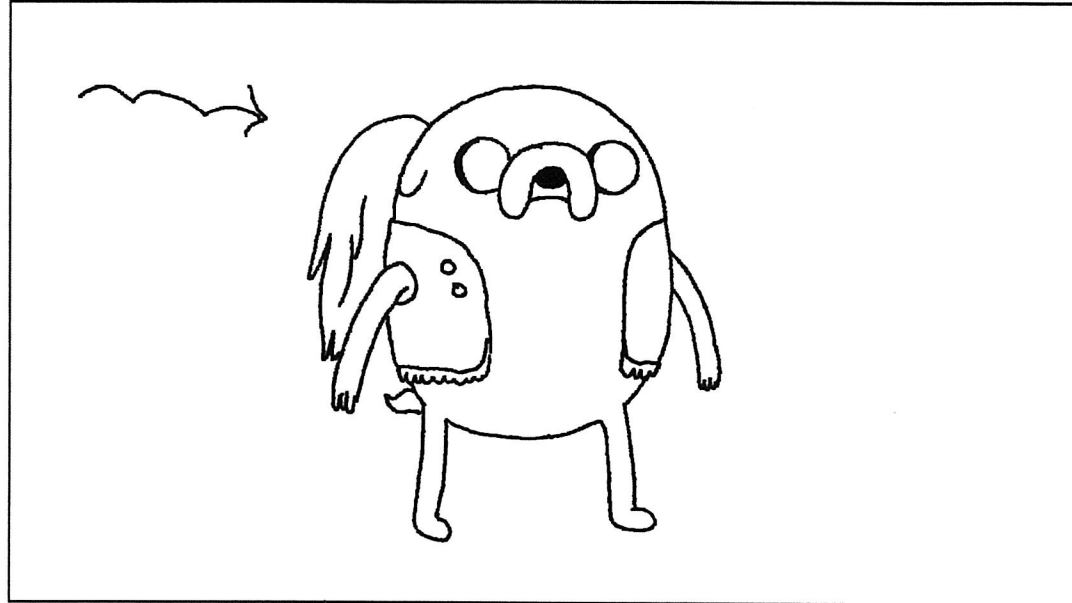
Page 267

Sc. 152

Pnl. c

Bg.

day night

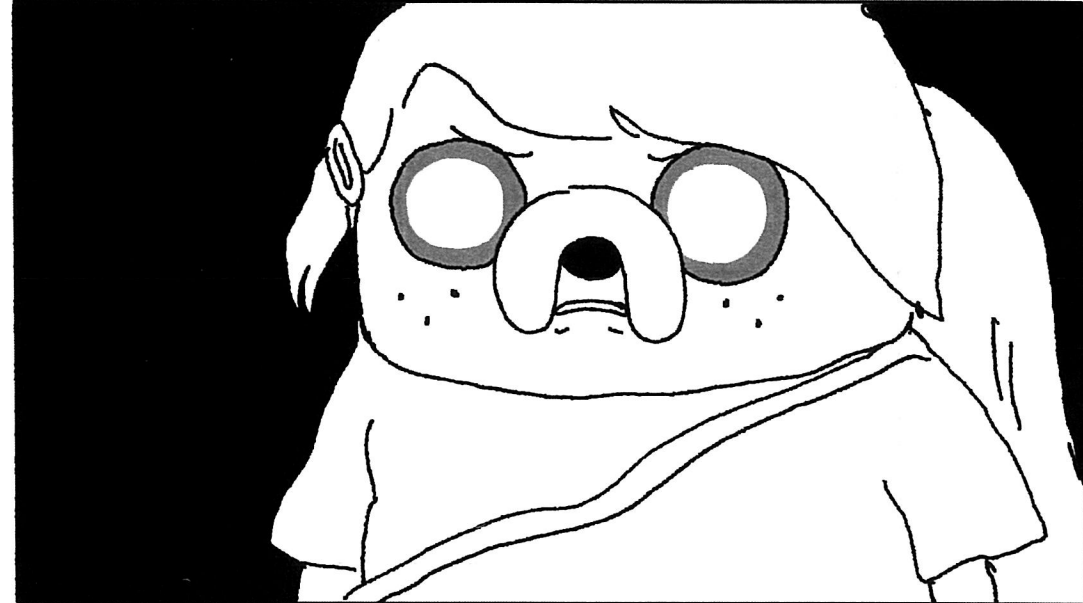


Sc. 153

Pnl. A

Bg.

day night



Dialog:

Q DAD! WHY ARE YOU HERE? THIS
ONE'S ABOUT ME!

Action:

REP EYES INSTEAD OF
BLACK '!!!'

Timing:

EPISODE # 1034-238

Production :

ADVENTURE TIME



Page 268

Sc. 153

Pnl. B

Bg.

day night

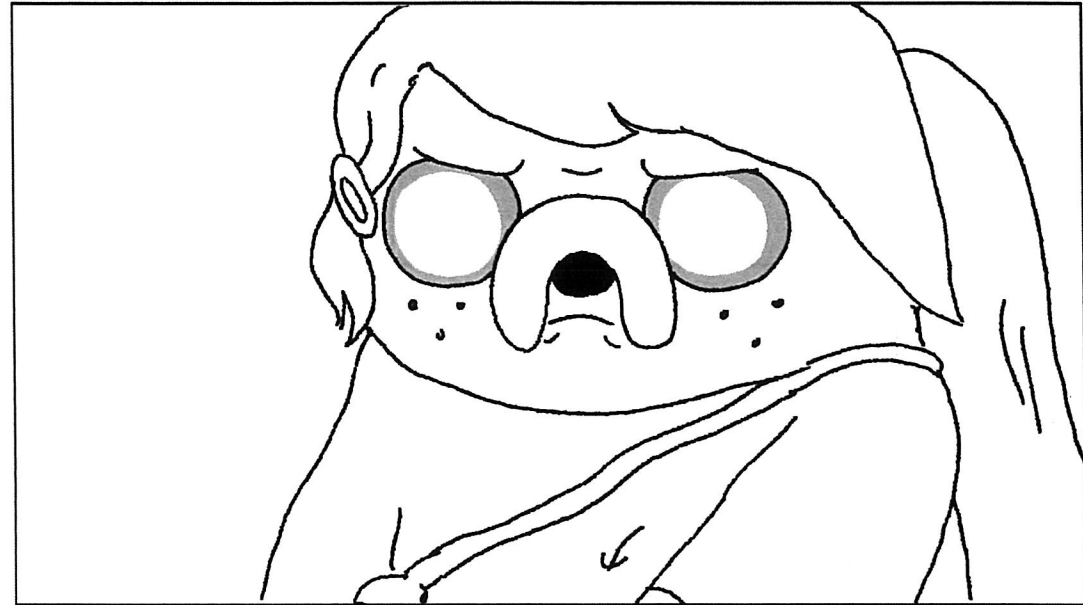


Sc. 153

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

1034-238

EPISODE #

Production :

ADVENTURE TIME



Next Pg271

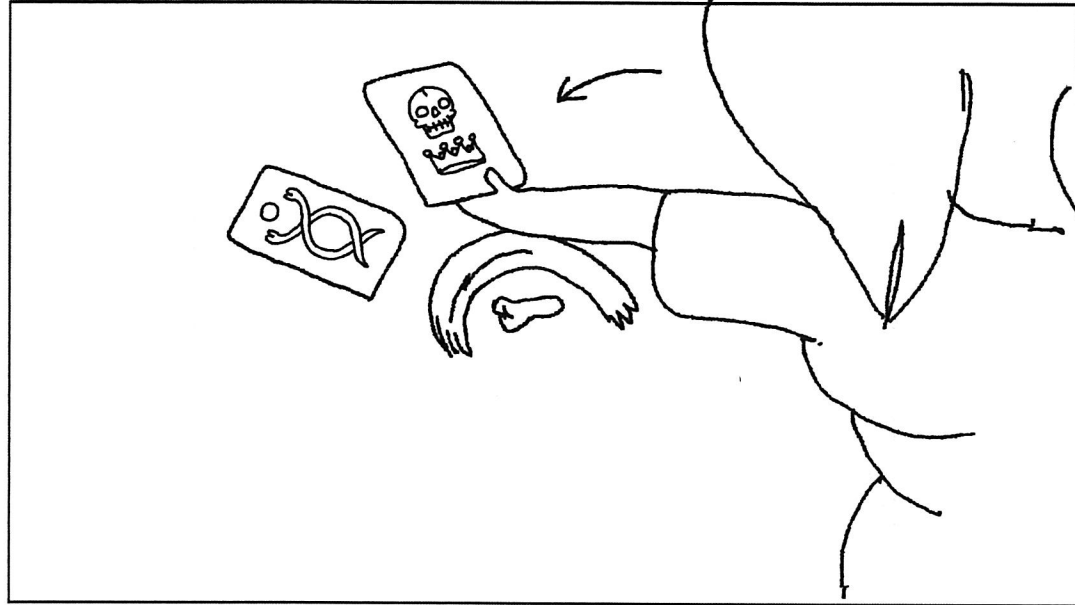
Page 269

Sc. 154

Pnl. A

Bg.

day night

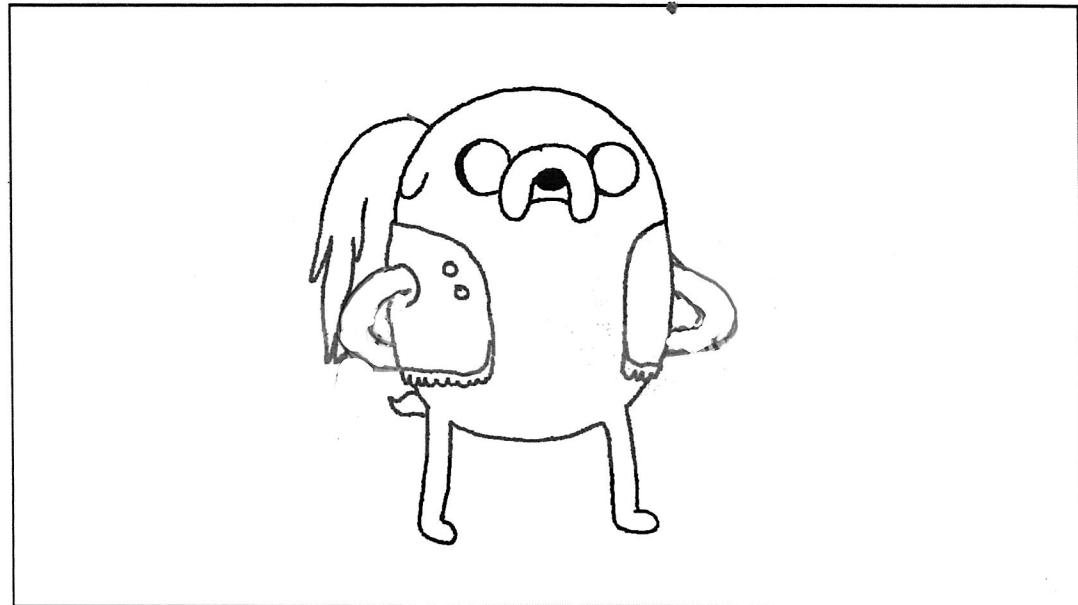


Sc. 155

Pnl. A

Bg.

day night

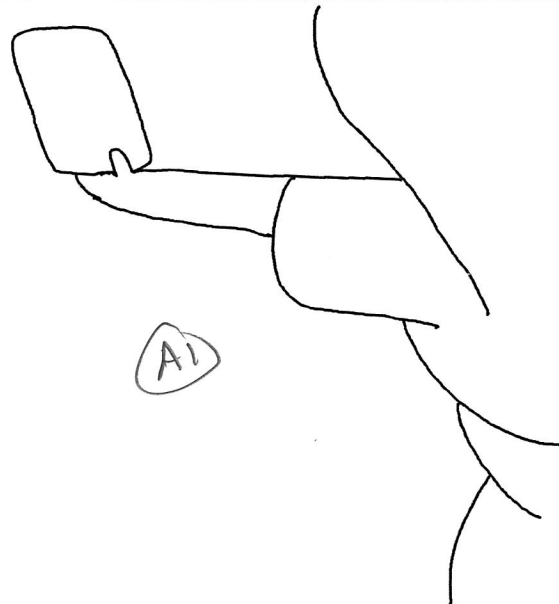


Dialog:

Action:

-C. SETS DOWN
A 2ND CARD.

Timing:



Production :

EPISODE #

1034-238

ADVENTURE TIME

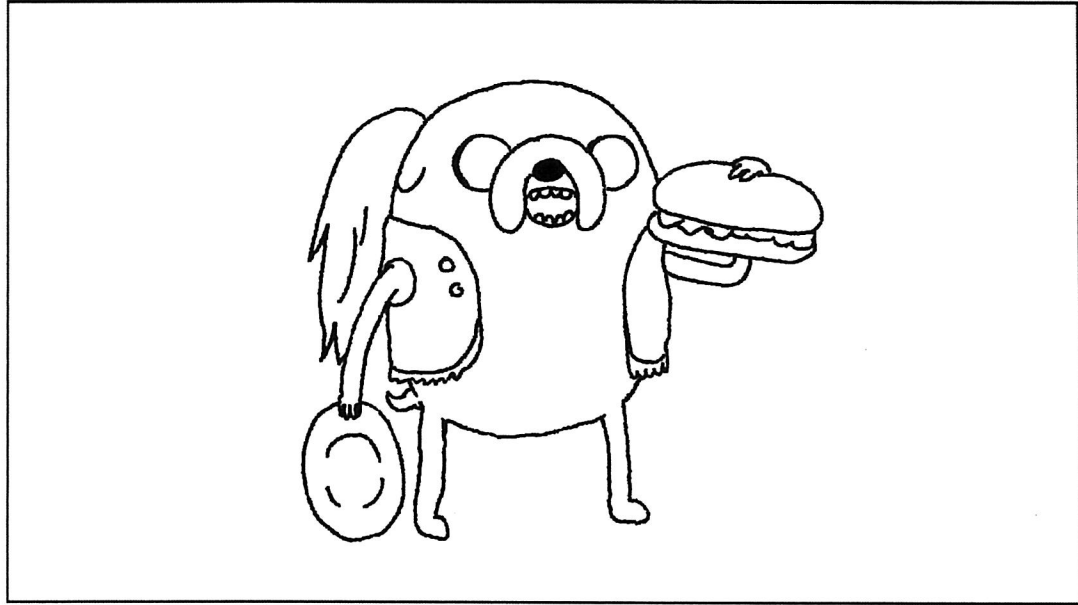


Sc. 155

Pnl. B

Bg.

day night

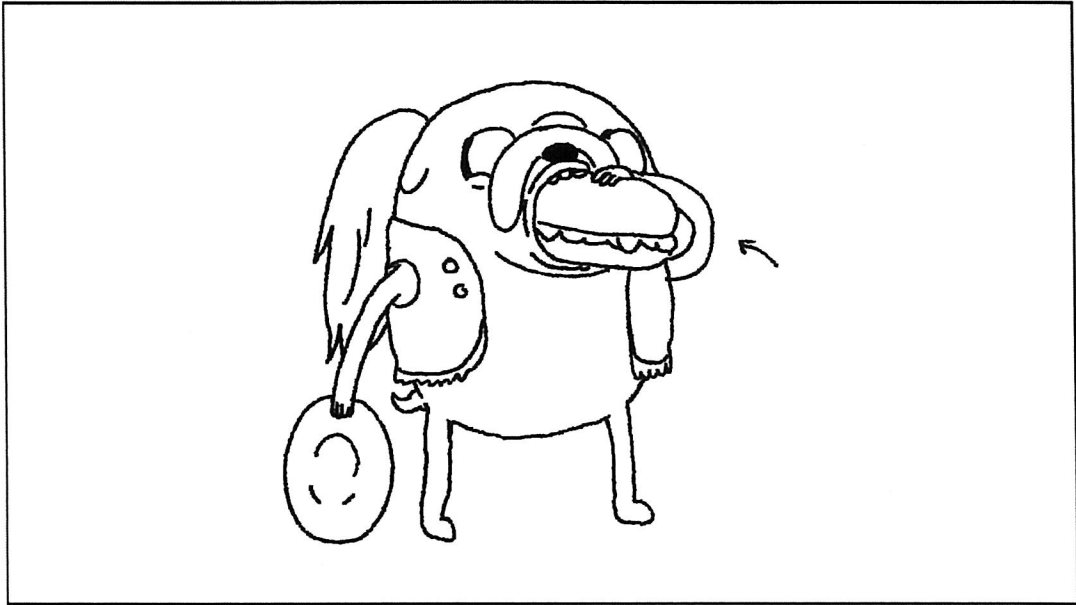


Sc. 155

Pnl. C

Bg.

day night



Dialog:



Action:

- J. PUTS GIANT SANDWICH IN MOUTH.

Timing:

EPISODE # 1034-238

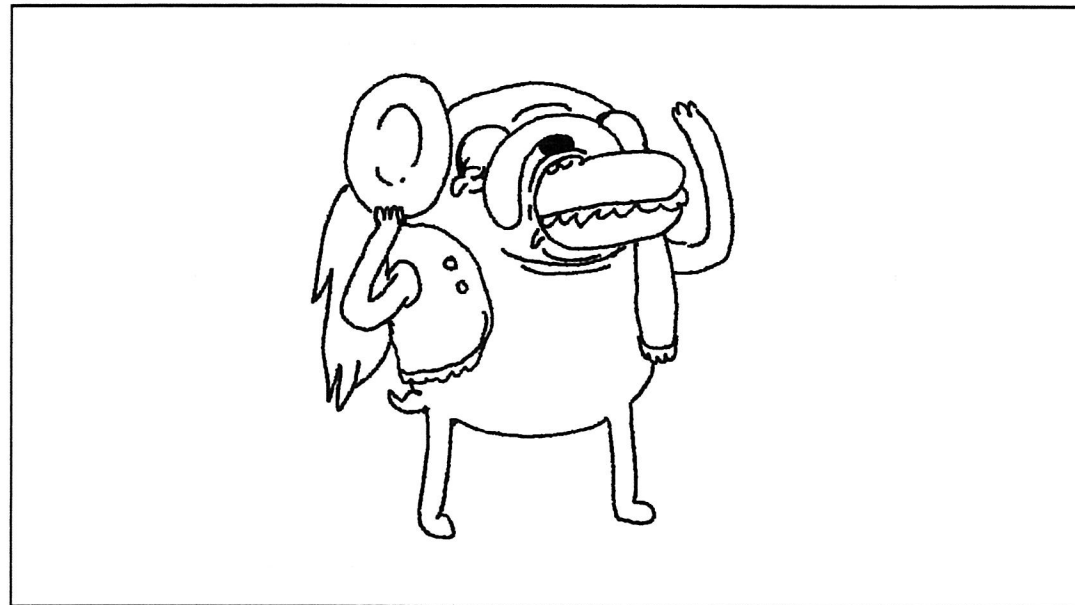
Production :

ADVENTURE TIME



Page 272

Sc. 155 Pnl. D Bg. day night



Sc. 155 Pnl. E Bg. day night



Dialog:	
<u>Q</u> ACK ! ACK ! ACK ! ACK ! ACK !	
Action:	-J20 DROPS DISH -J20 STOMPS REPEATEDLY.
Timing:	

EPISODE # 1034-238

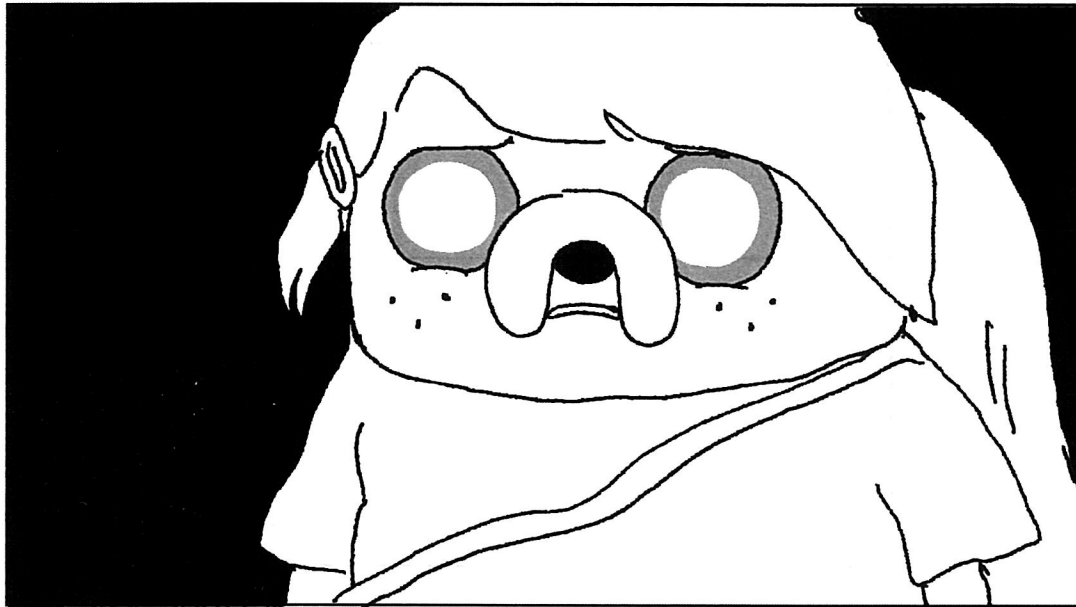
Production :

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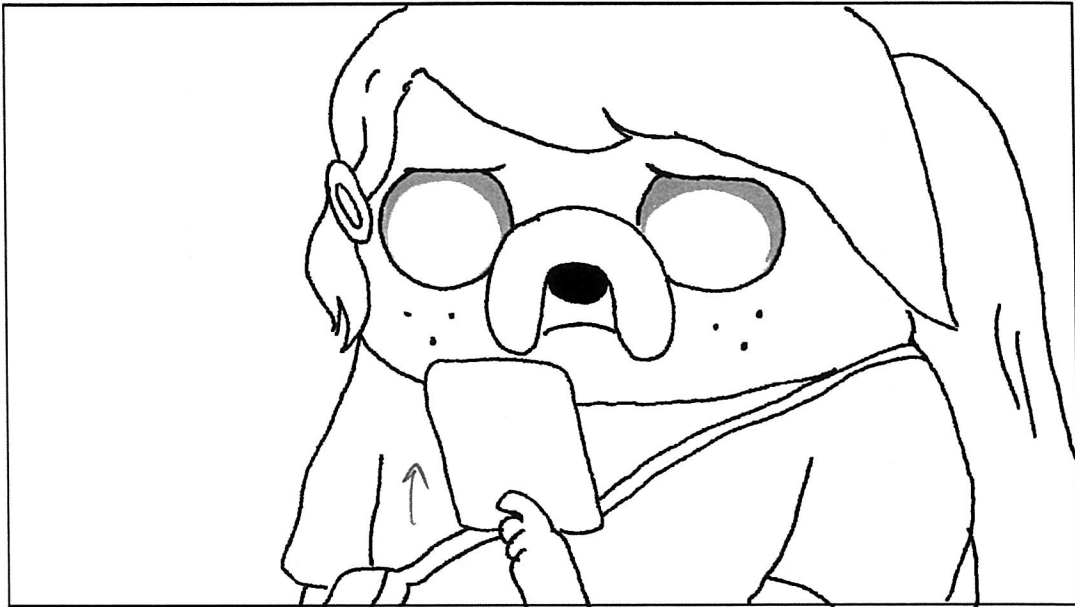
ADVENTURE TIME



Sc. 156 Pnl. A Bg. day night



Sc. 156 Pnl. B Bg. day night



Dialog:	<p>Ⓒ THAT'S TOO MUCH SANDWICH, YOU GOTTA CHEW!</p>
Action:	<p><u>EYES BLUE NOW.</u> THEY CHANGE COLOUR EVERYTIME</p>
Timing:	<p>SHE LAYS DOWN A CARD.</p>

EPISODE # 1034-238
Production :

ADVENTURE TIME



Sc. 157 Pnl. A Bg. day night

Sc. 157 Pnl. B Bg. day night

Dialog:
Action: - C. SETS DOWN THIRD CARD.
Timing:

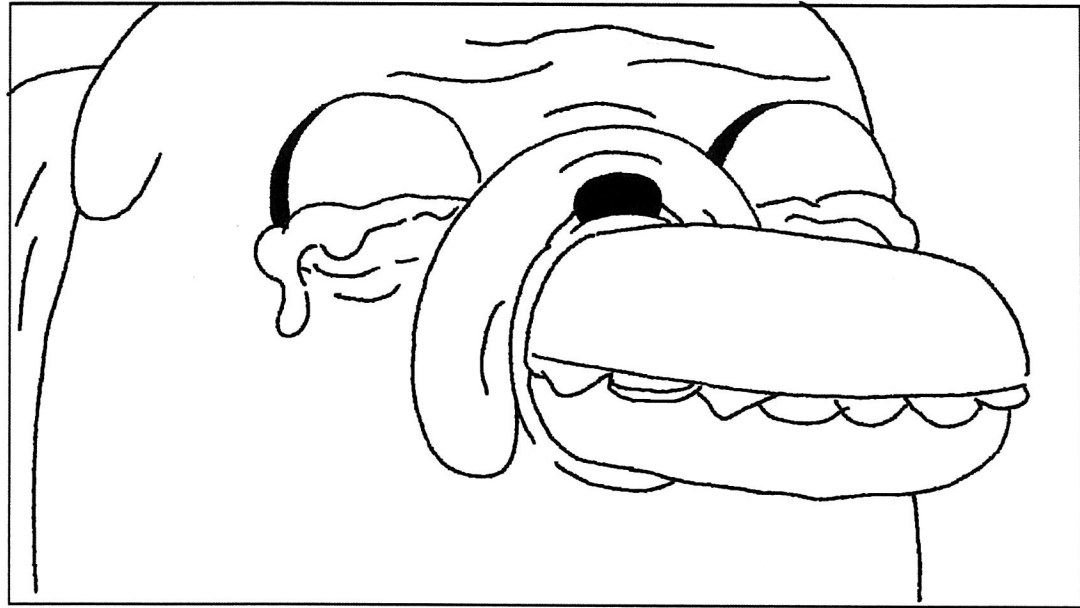
EPISODE # 1034-238
Production :

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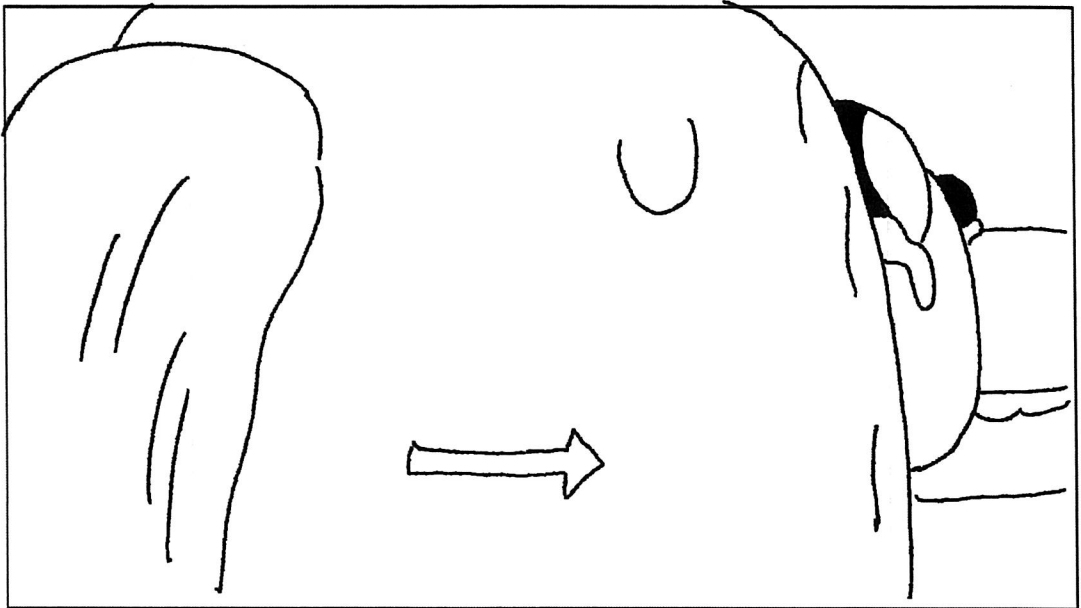
ADVENTURE TIME



Sc. 158 Pnl. A Bg. day night



Sc. 158 Pnl. B Bg. day night



Dialog:

Action:

J20'S EYES ARE WATERING. -J20 TURNS.

Timing:

EPISODE # 1034-238
Production :

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ADVENTURE TIME



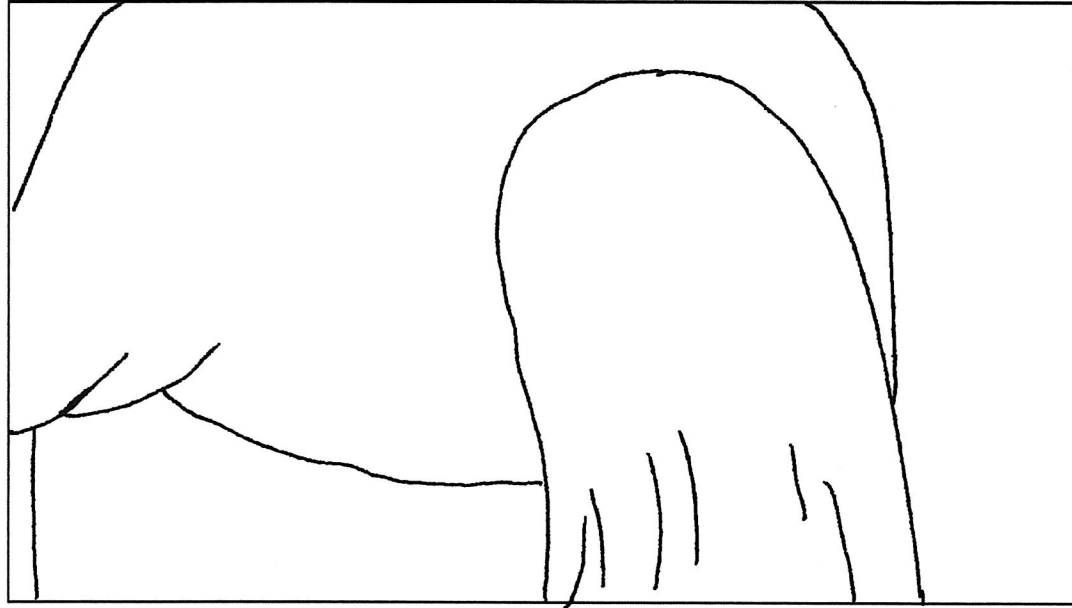
Page 276

Sc. 158

Pnl. C

Bg.

day night

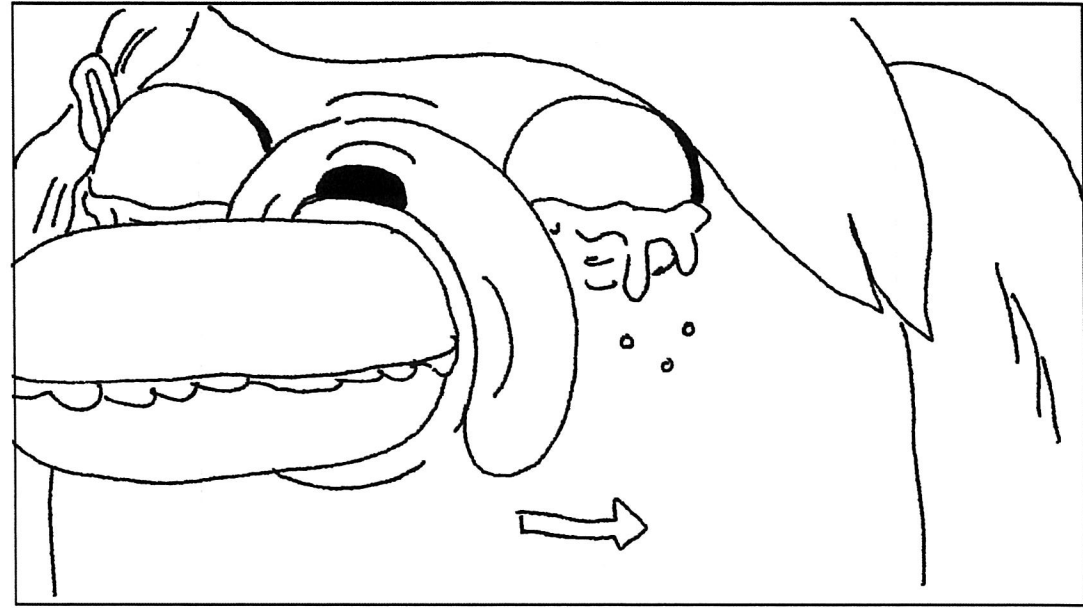


Sc. 158

Pnl. D

Bg.

day night



Dialog:

Action:

- J20 CONTINUES TURN,

- TRANSFORMS INTO CHARLIE.

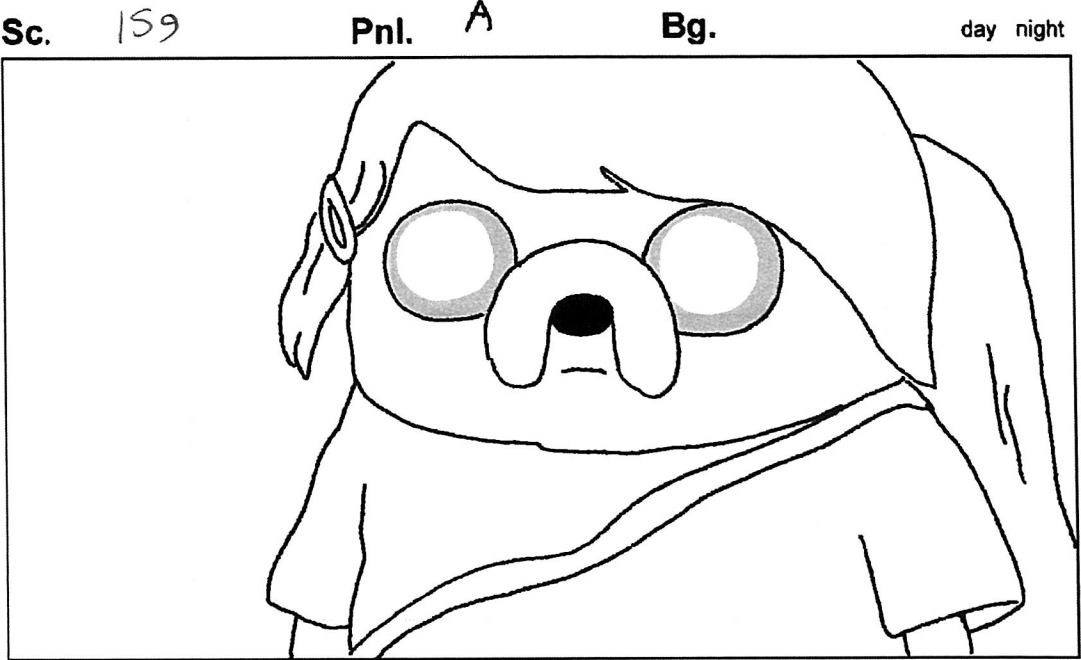
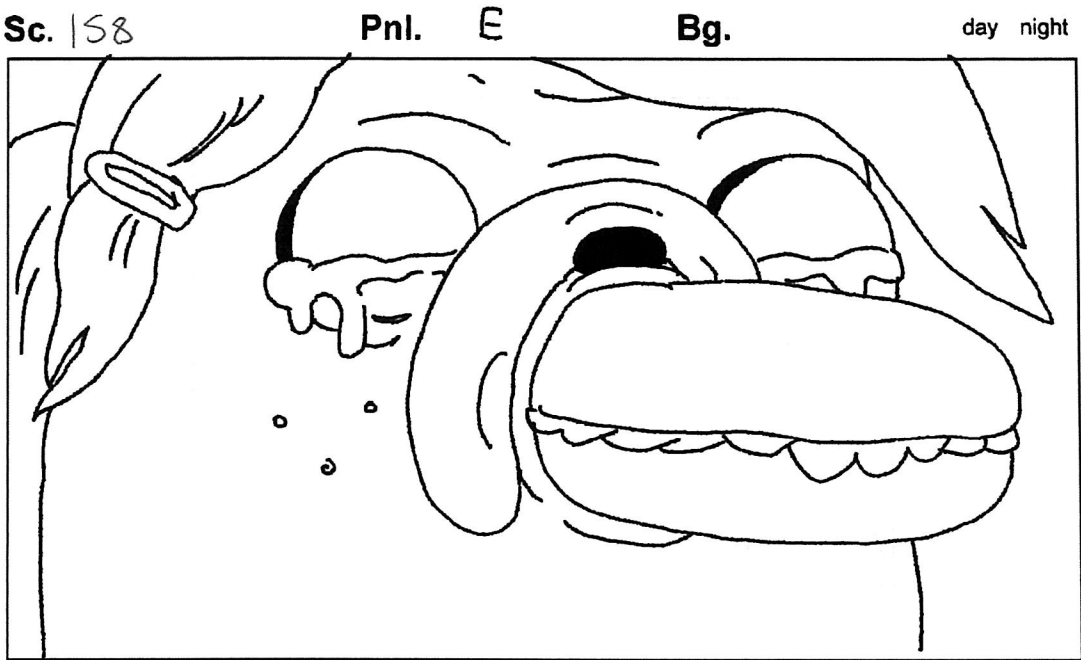
Timing:

EPISODE # 1034-238

Production :

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ADVENTURE TIME



Dialog:
Action:
Timing:

S. P.
- PURPLE EYES -

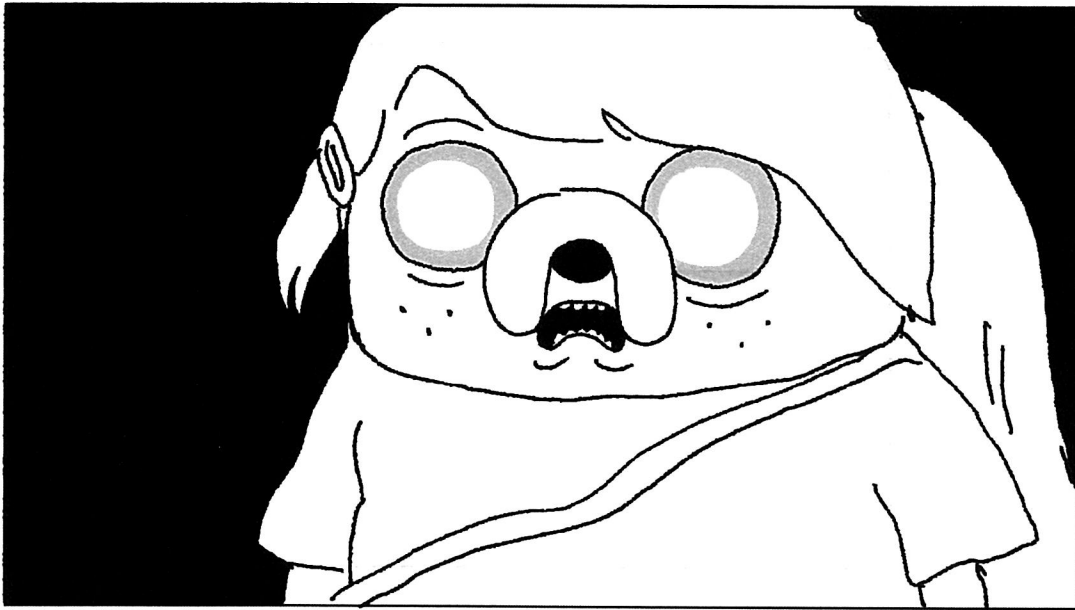
EPISODE # 1034-238 Production :

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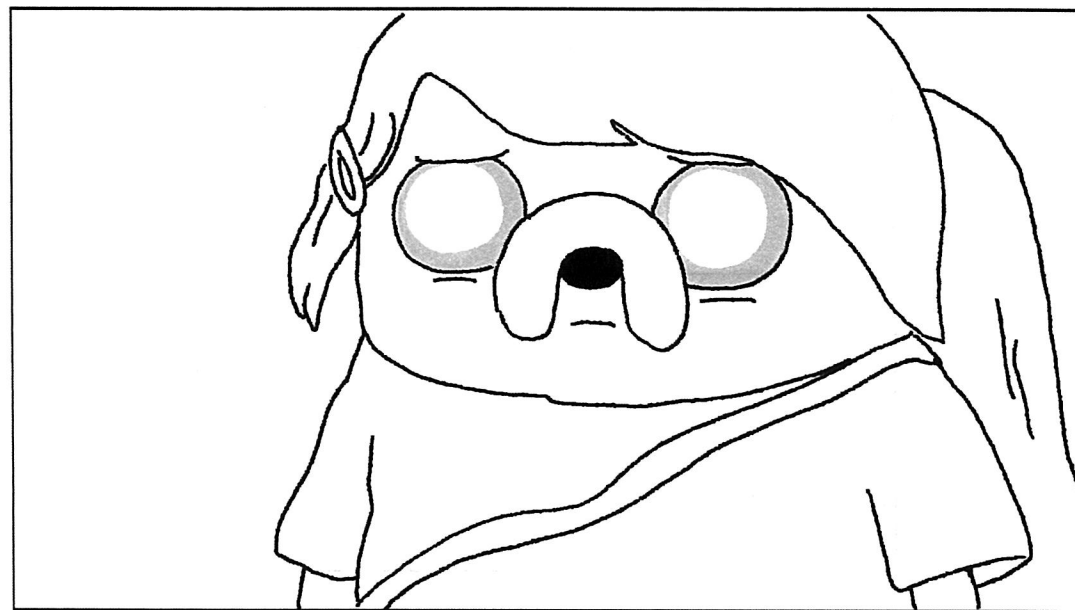
ADVENTURE TIME



Sc. 159 Pnl. B Bg. day night



Sc. 159 Pnl. C Bg. day night



Dialog:
@ GAH!
Action:
Timing:

EPISODE # 1034-238
Production :

ADVENTURE TIME



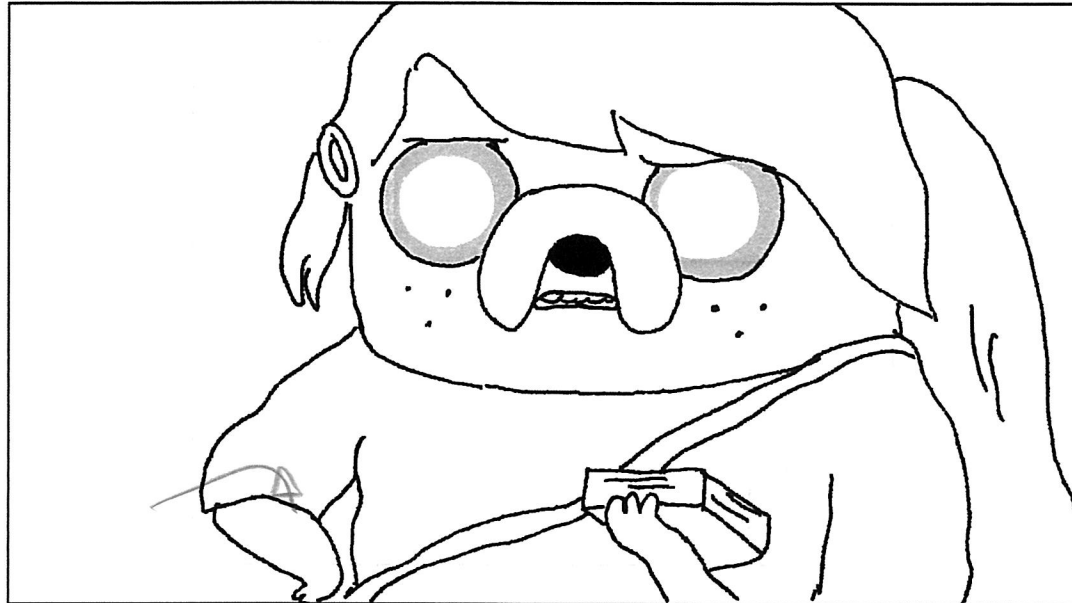
Page 279

Sc. 159

Pnl. D

Bg.

day night



Sc. 159

Pnl. E

Bg.

day night



Dialog:

C

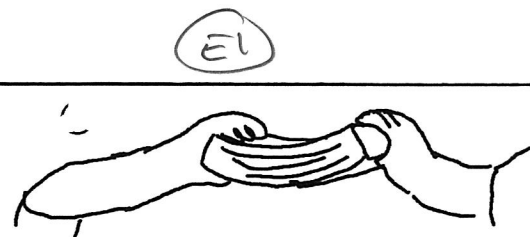
IS THIS MY TWENTIES?
THIS ISN'T GOOD. DAD WAS RIGHT.

C

I'VE GOTTA FIX THESE
QUOTE UN-QUOTE "FAULTS
OF YOUTH".

Action:

Timing:



E2



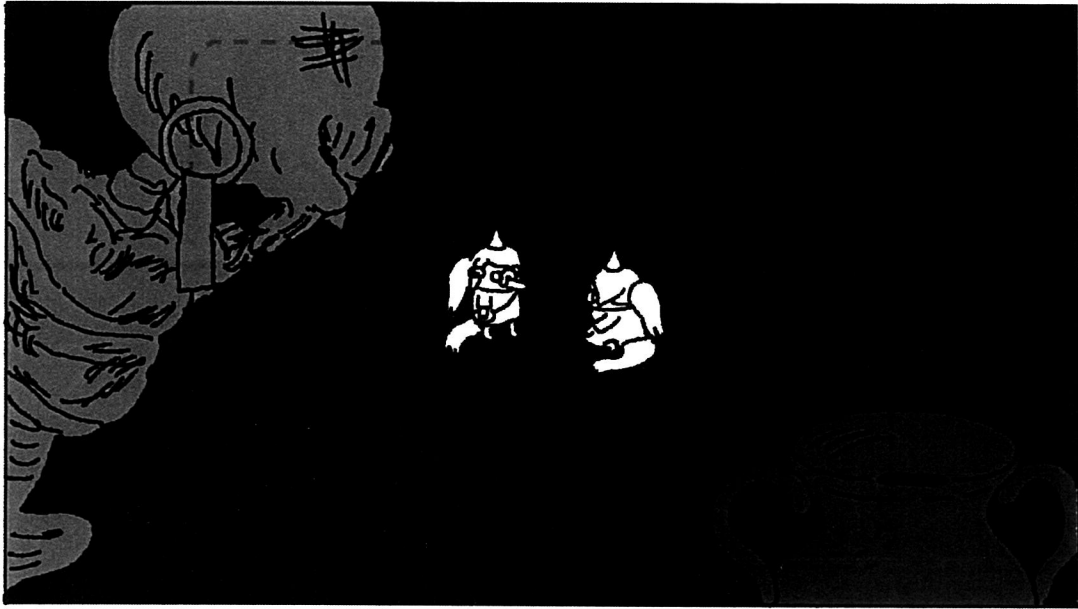
EPISODE # 1034-238

Production :

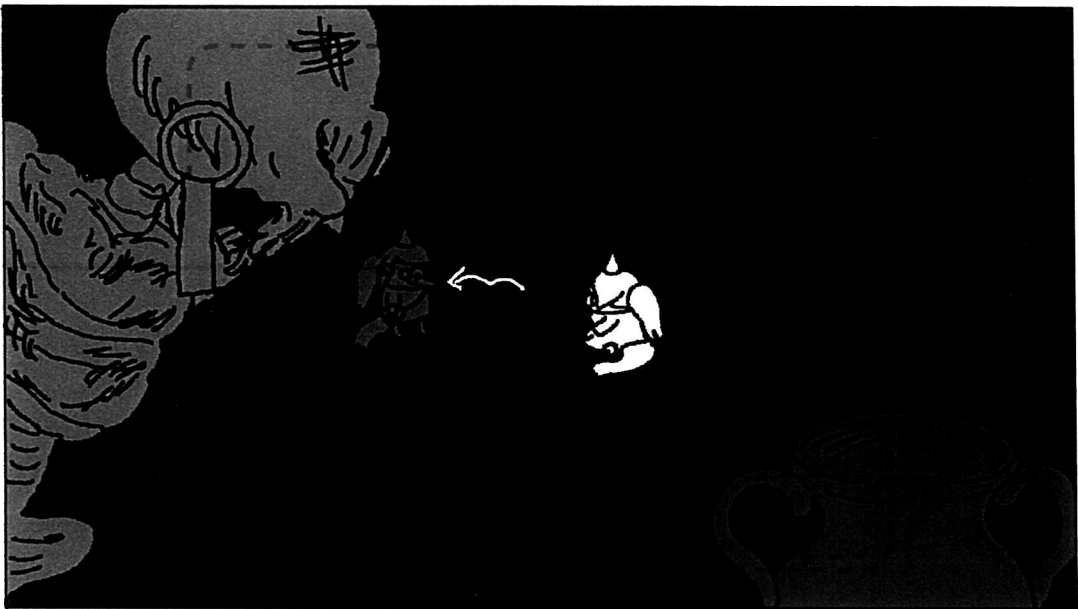
ADVENTURE TIME




Sc. 16a Pnl. A Bg. day night



Sc. 16a Pnl. B Bg. day night



Dialog:	<u>SFX:</u> (THE NOISE OF A CARD BEING DRAWN, AND LAID DOWN)	
Action:	20S CHARLIE W/ SANDWICH BACKS INTO DARKNESS — CHARLIE LAYS DOWN A NEW CARD.	
Timing:		

EPISODE # 1034-238
Production :

ADVENTURE TIME



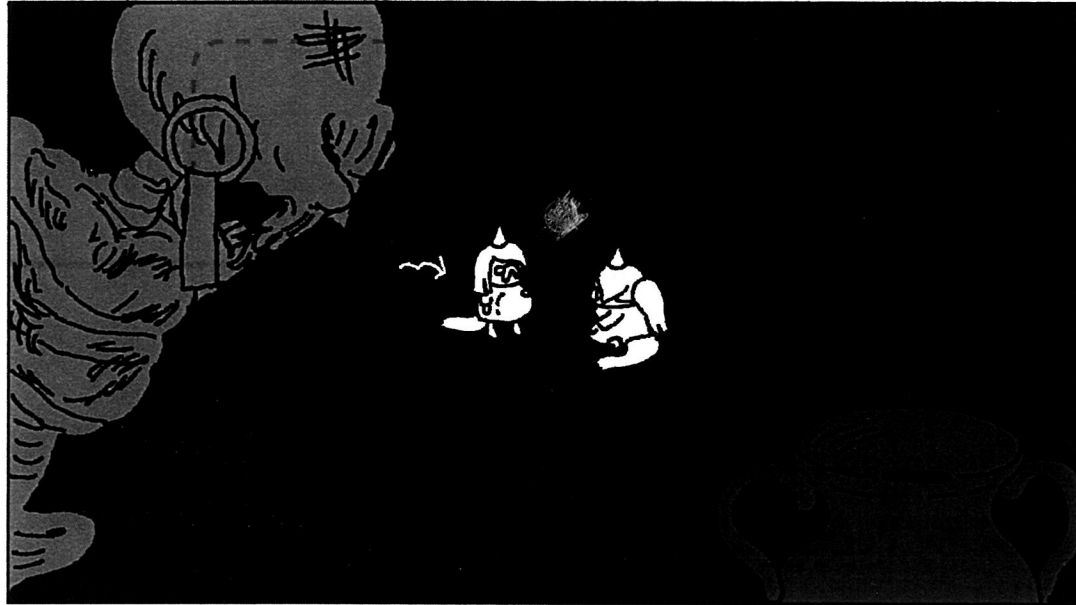
Page 281

Sc. 160

Pnl. C

Bg.

day night

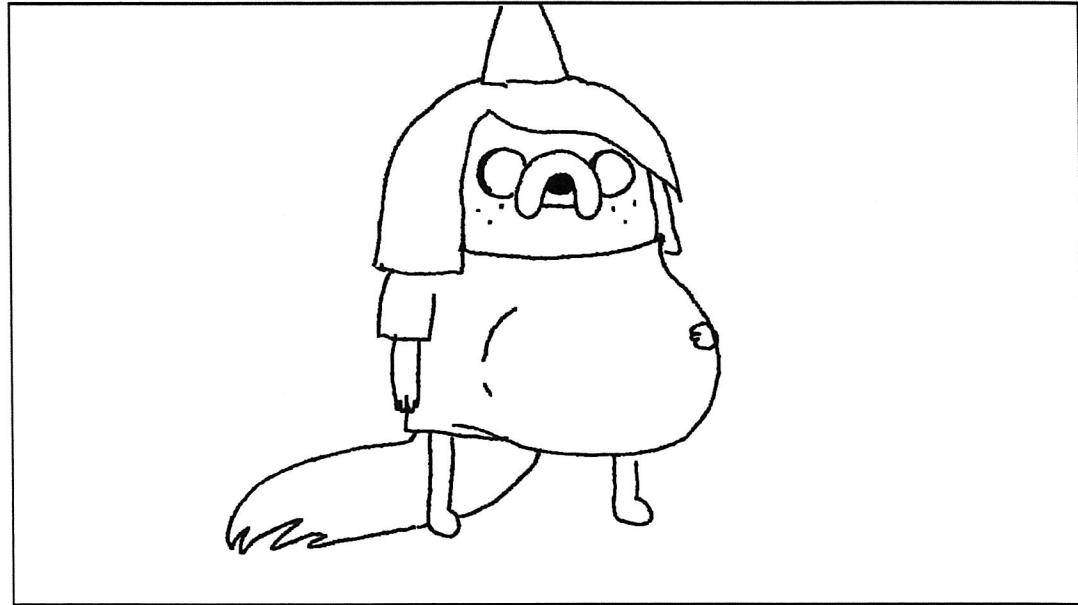


Sc. 161

Pnl. A

Bg.

day night



Dialog:

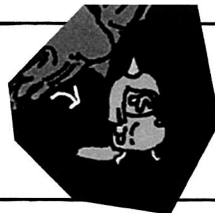
C (OS) MY THIRTIES ?

Action:

- 30's charlie WALKS FORWARD.

C1

Timing:



1034-238

EPISODE #

Production :

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ADVENTURE TIME



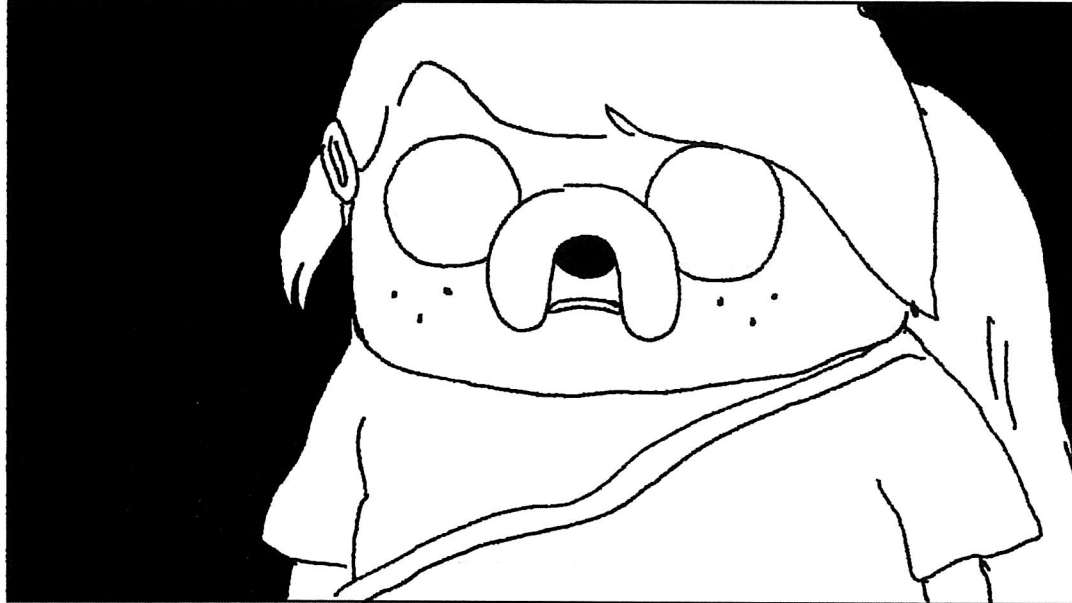
Page 282

Sc. 162

Pnl. A

Bg.

day night

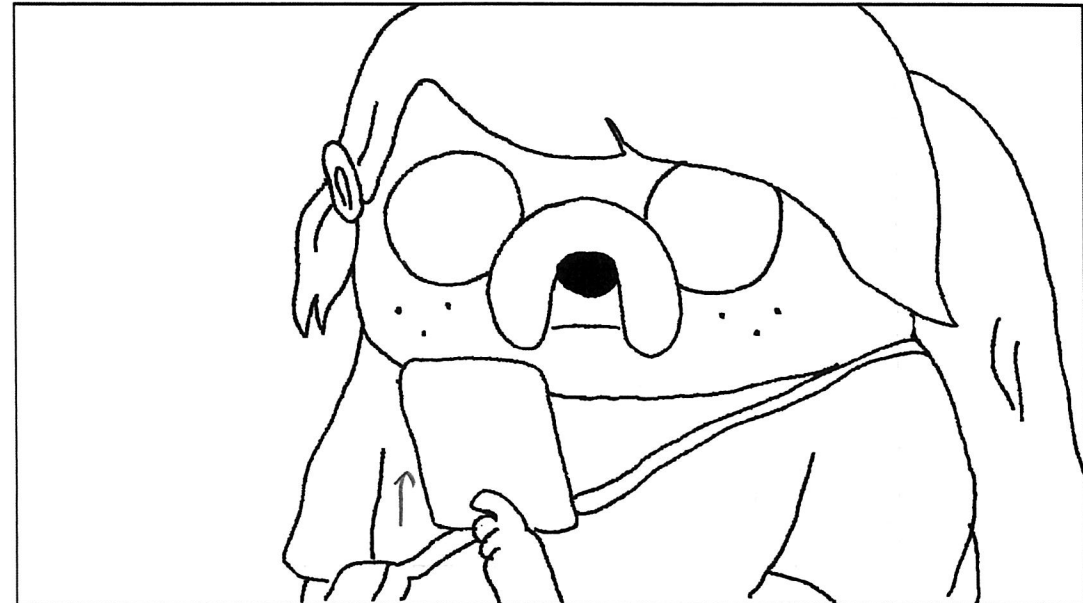


Sc. 162

Pnl. B

Bg.

day night



Dialog:

① I LOOK LOST .

Action:

∴ PINK EYES ∴

Timing:

1034-238

EPISODE #

Production :

ADVENTURE TIME



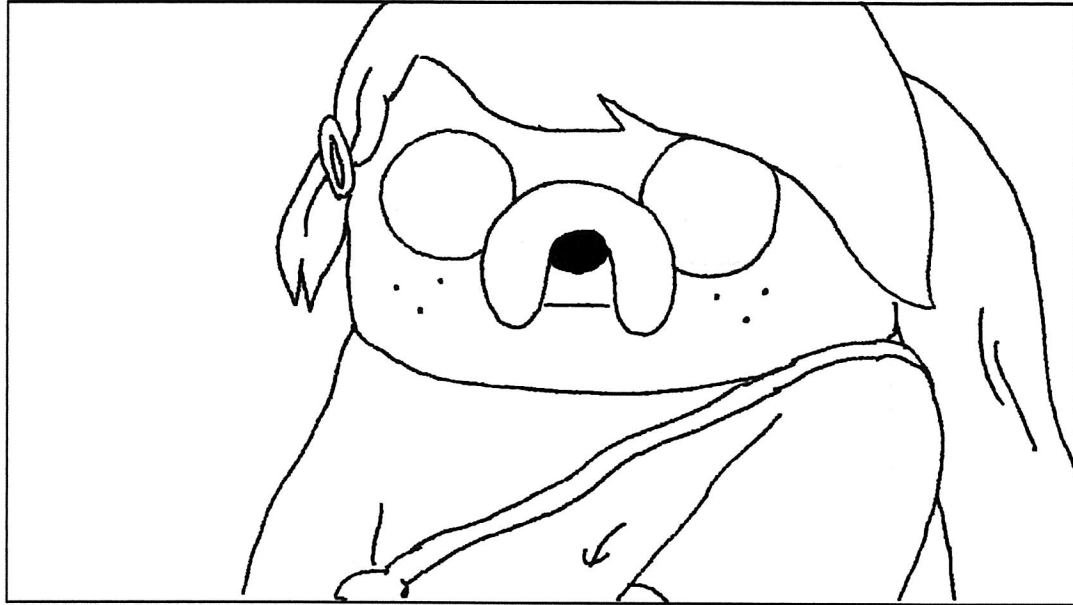
Page 283

Sc. 162

Pnl. C

Bg.

day night



Dialog:

Action:

-C.
4

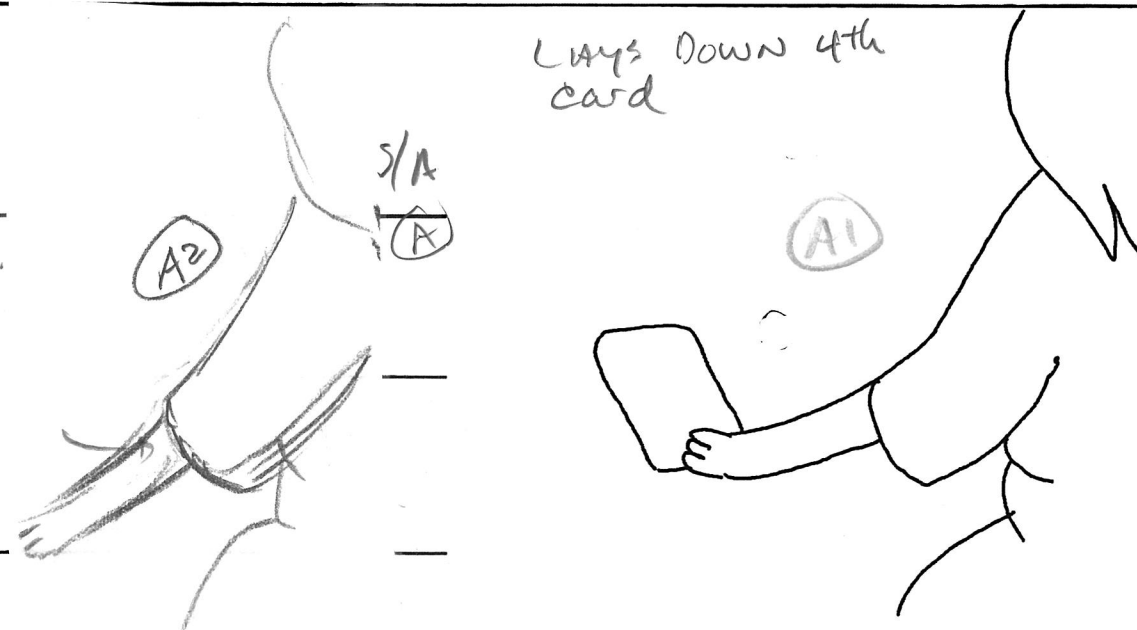
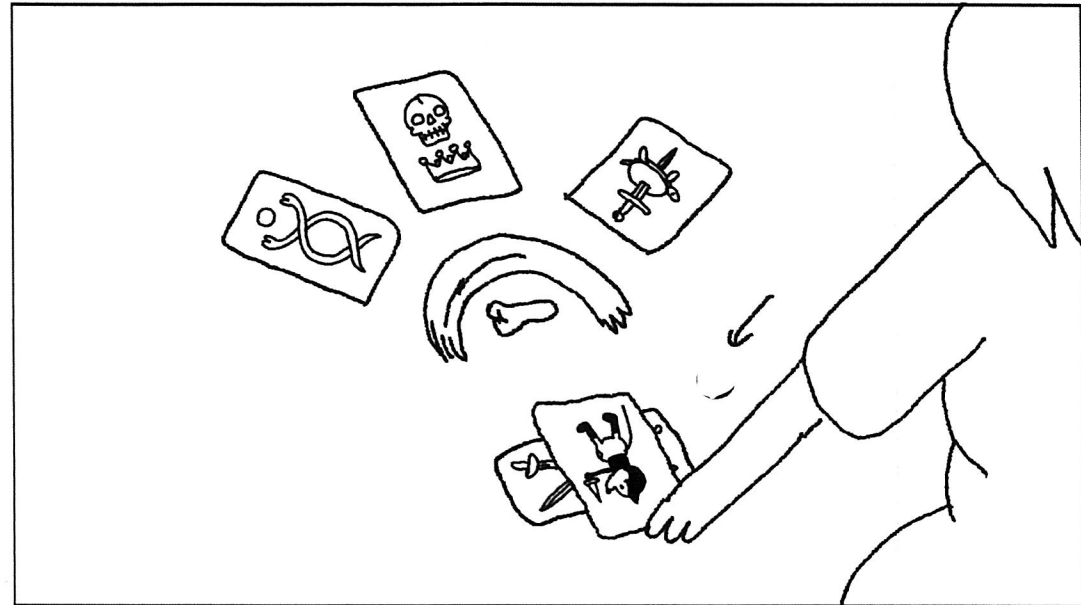
Timing:

Sc. 163

Pnl. A

Bg.

day night



1034-238

EPISODE #

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ADVENTURE TIME



Sc. 164

Pnl. A

Bg.

day night

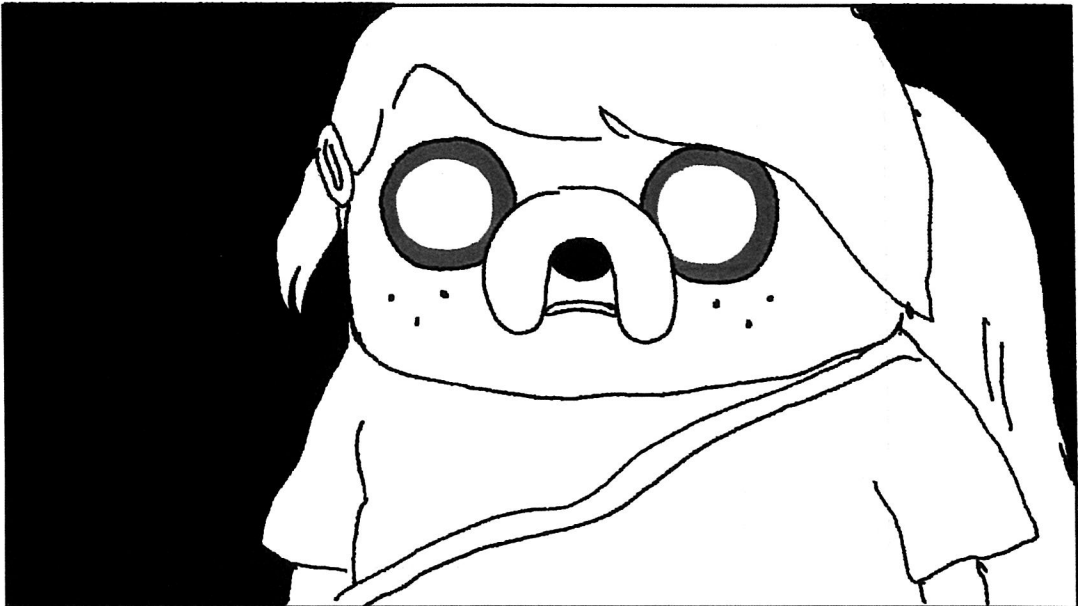


Sc. 165

Pnl. A

Bg.

day night



Dialog:

C/OS MY FORTIES.

C I'M AFRAID

Action:

Timing:

EPISODE # 1034-238

Production :

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ADVENTURE TIME

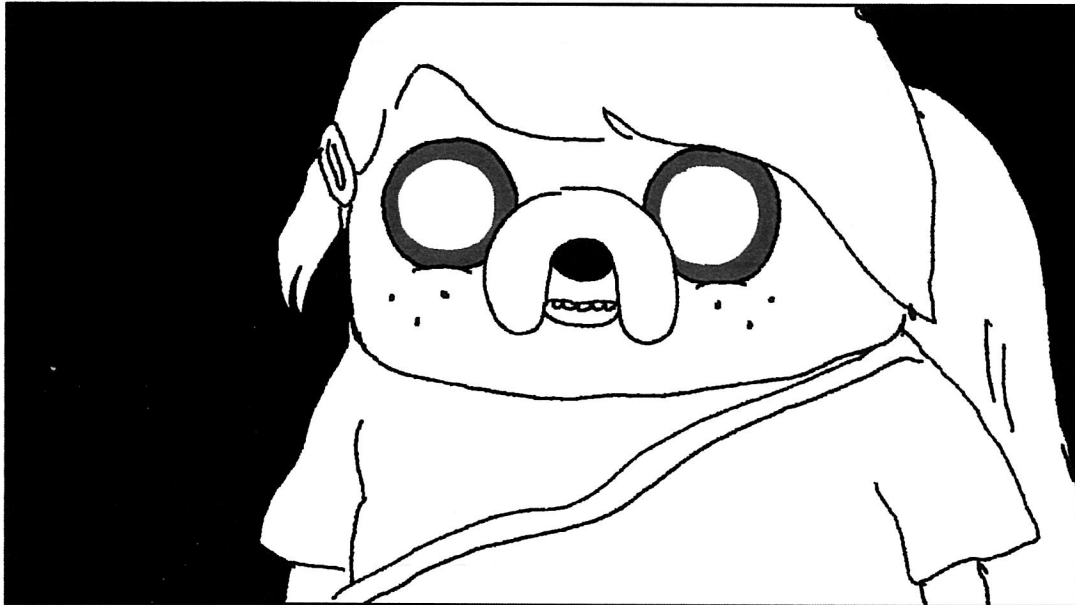


Sc. 165

Pnl. B

Bg.

day night



Sc. 165

Pnl. C

Bg.

day night



Dialog:
©/ ALSO I'M NAMING YOU "GIBBON"
Action:
Timing:

EPISODE # 1034-238

Production :

ADVENTURE TIME



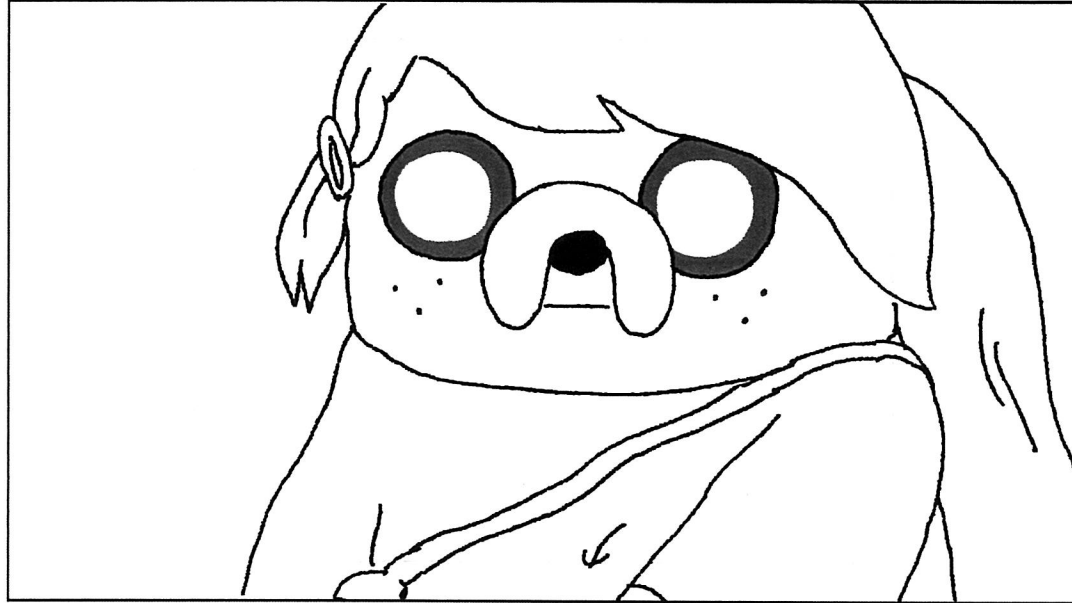
Page 286

Sc. 165

Pnl. D

Bg.

day night

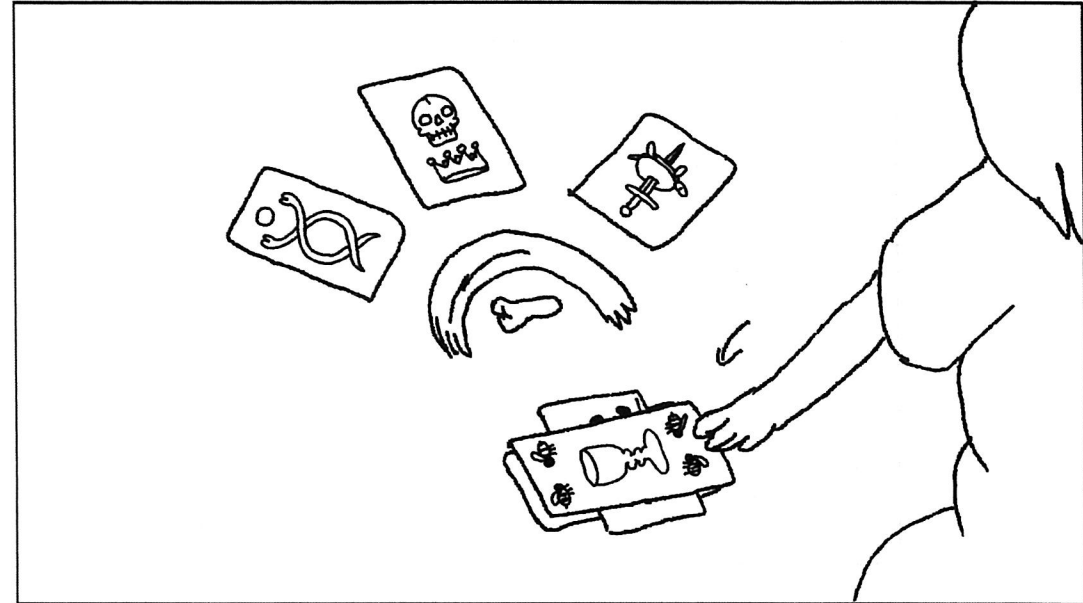


Sc. 166

Pnl. A

Bg.

day night

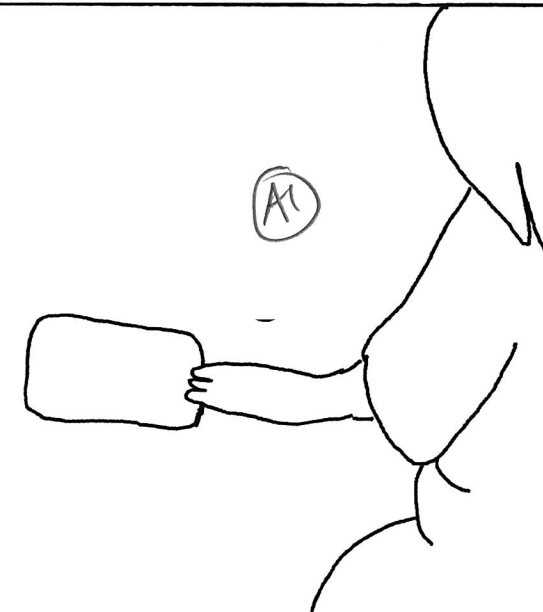


Dialog:

Action:

- C. LAYS DOWN
ANOTHER CARD.

Timing:



EPISODE # 1034-238

Production :

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ADVENTURE TIME



Page 287

Sc. 167

Pnl. A

Bg.

day night

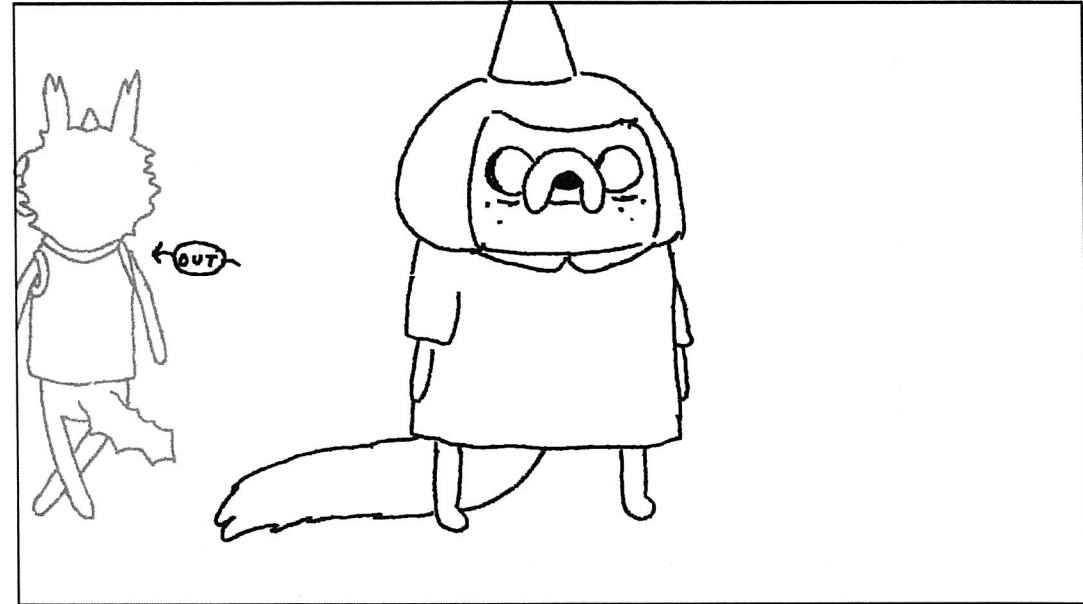


Sc. 167

Pnl. B

Bg.

day night



Dialog:

A1

C/(os) MY FIFTIES .

Action:



- GIBBON WALKS OFF/S.

Timing:

- I FIGURE THAT, SOMEHOW, GIBBON EXISTS.
HE'S WANDERING OOO WITHOUT A STORY.

EPISODE # 1034-238

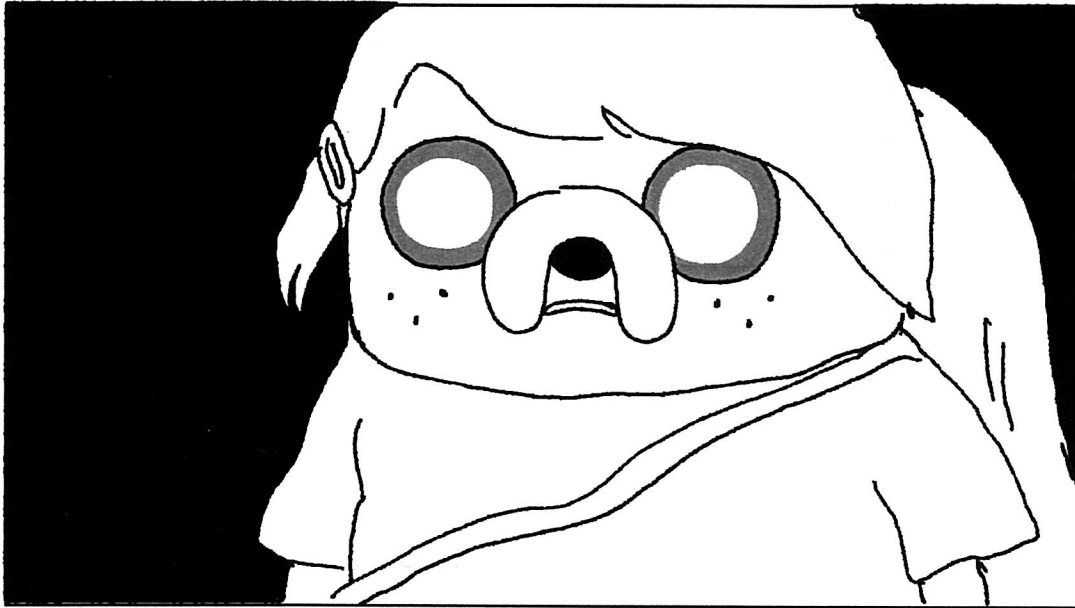
Production :

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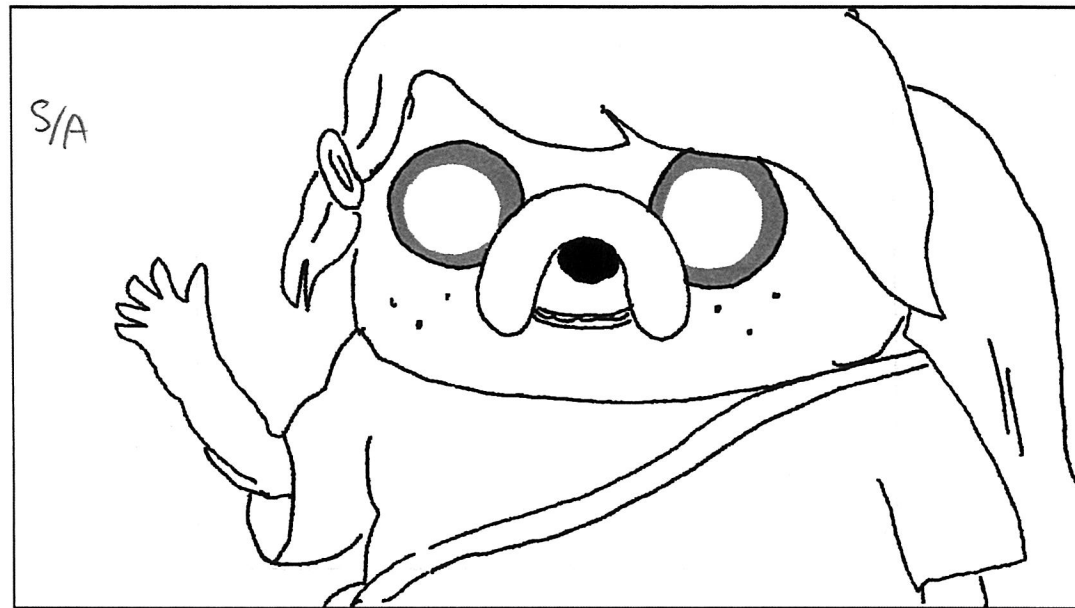
ADVENTURE TIME



Sc. 168 Pnl. A Bg. day night



Sc. 168 Pnl. B Bg. day night



Dialog:	© MIDLIFE CRISIS	© GOOD LUCK, "GIBBON"!
Action:	:: YELLOW EYES ::	
Timing:		

EPISODE # 1034-238
Production :

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ADVENTURE TIME

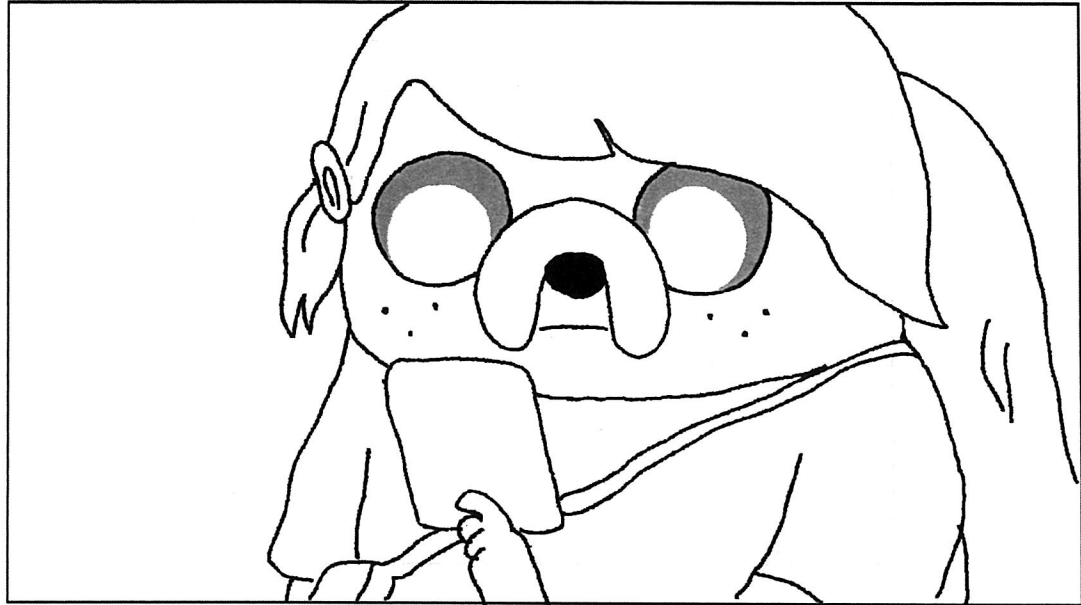


Sc. 168

Pnl. c

Bg.

day night

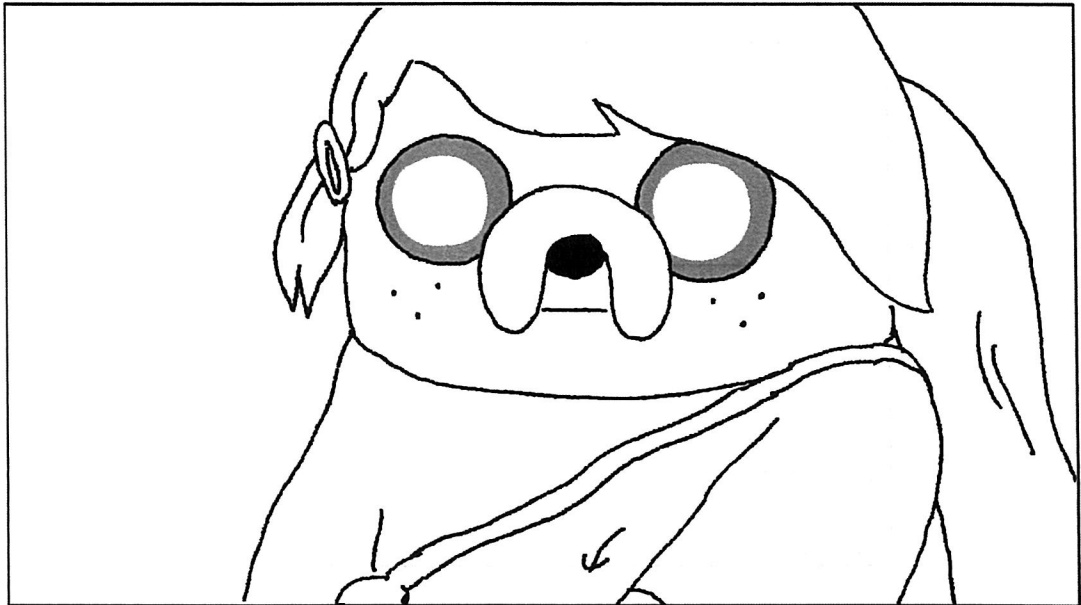


Sc. 168

Pnl. d

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1034-238
Production :

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ADVENTURE TIME

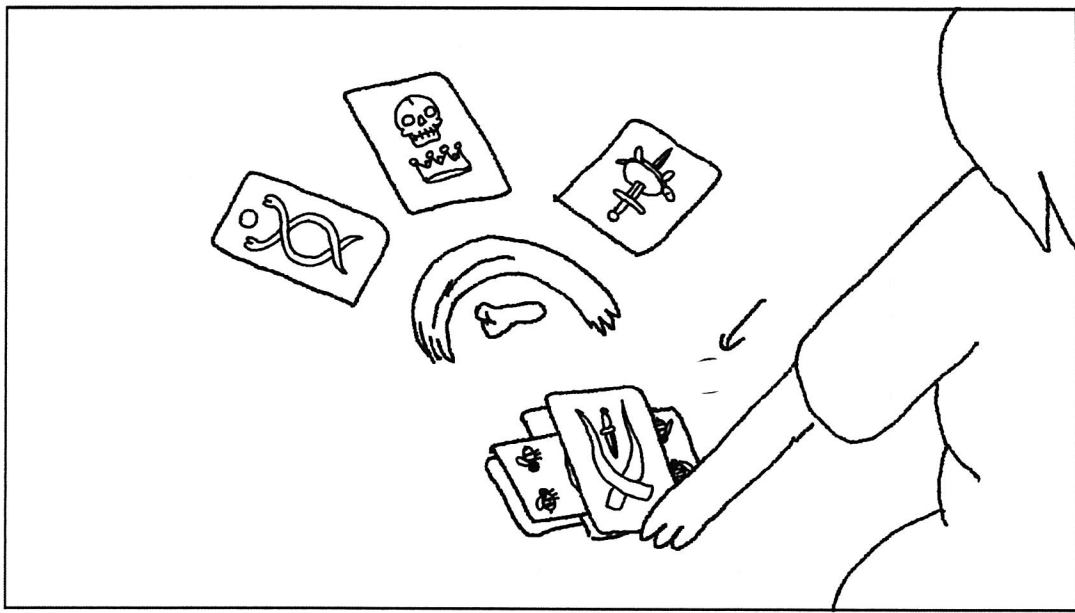


Sc. 169

Pnl. A

Bg.

day night



Sc. 170

Pnl. A

Bg.

day night



Dialog:

Action: -C. LAYS DOWN ANOTHER CARD.

Timing:



~~C~~(os) MY SIXTIES.

1034-238

EPISODE #

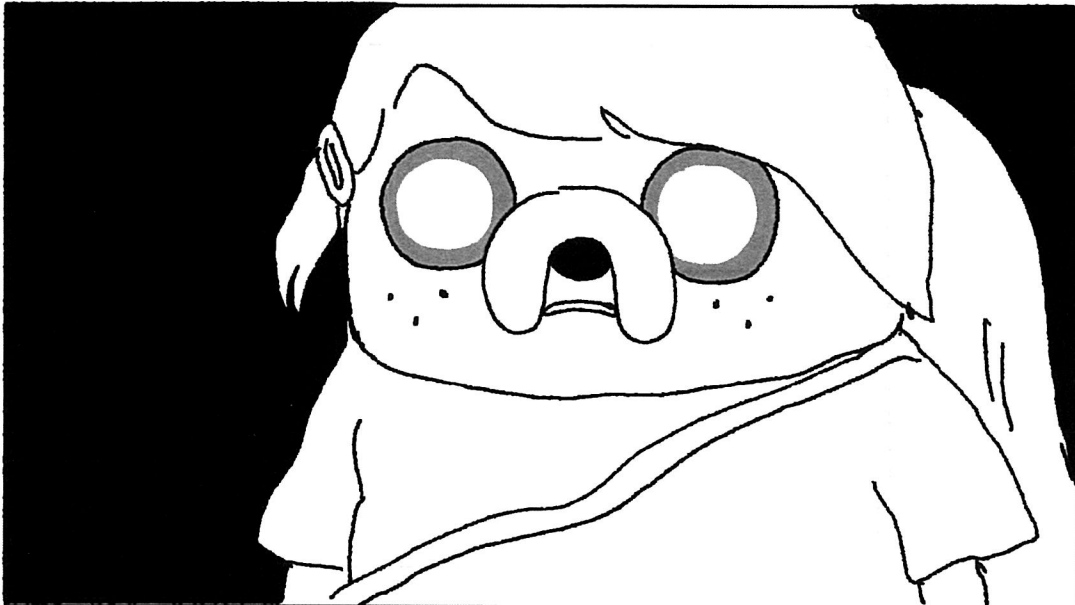
Production :

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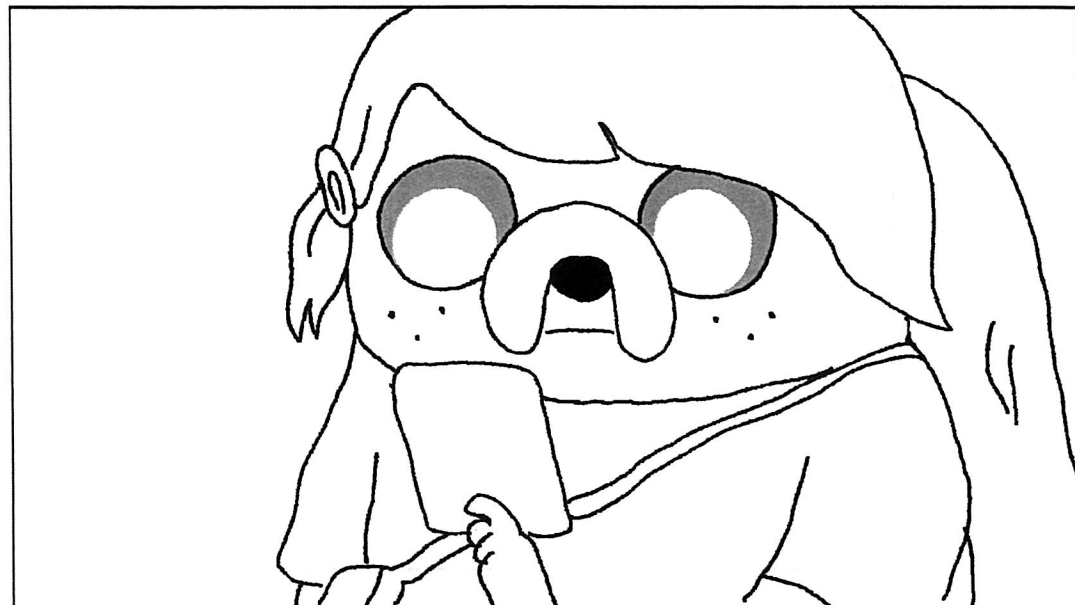
ADVENTURE TIME



Sc. 171 Pnl. A Bg. day night



Sc. 171 Pnl. B Bg. day night



Dialog:	
ⓑ	I'M UNFAMILIAR WITH MY CHANGING BODY.
Action:	
==	RED EYES== AGAIN. I RAN OUT OF COLOURS.
Timing:	

EPISODE # 1034-238
Production :

ADVENTURE TIME



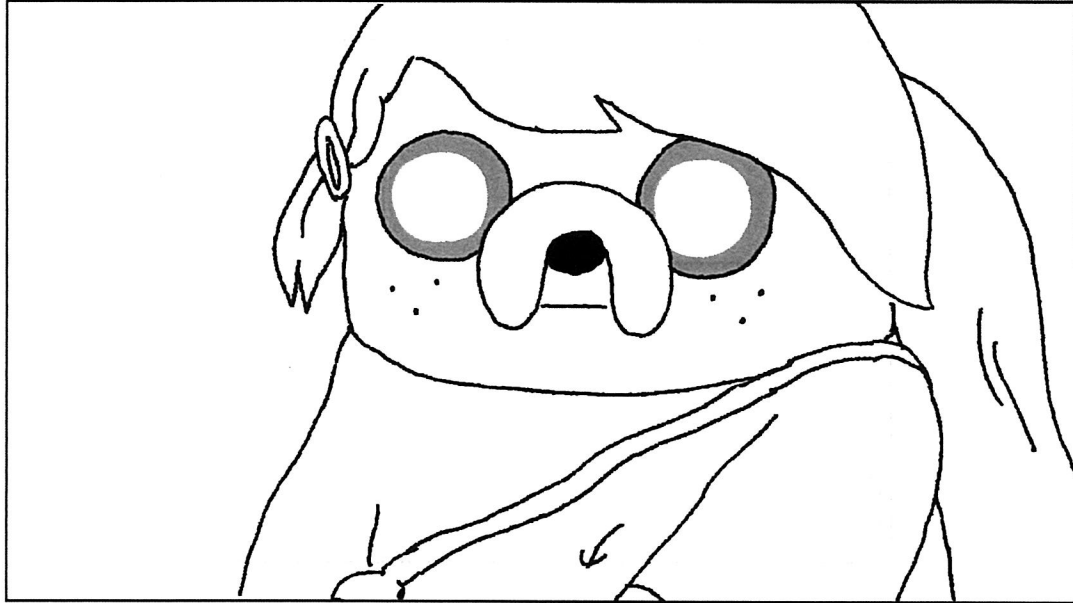
Page 292

Sc. 171

Pnl. C

Bg.

day night

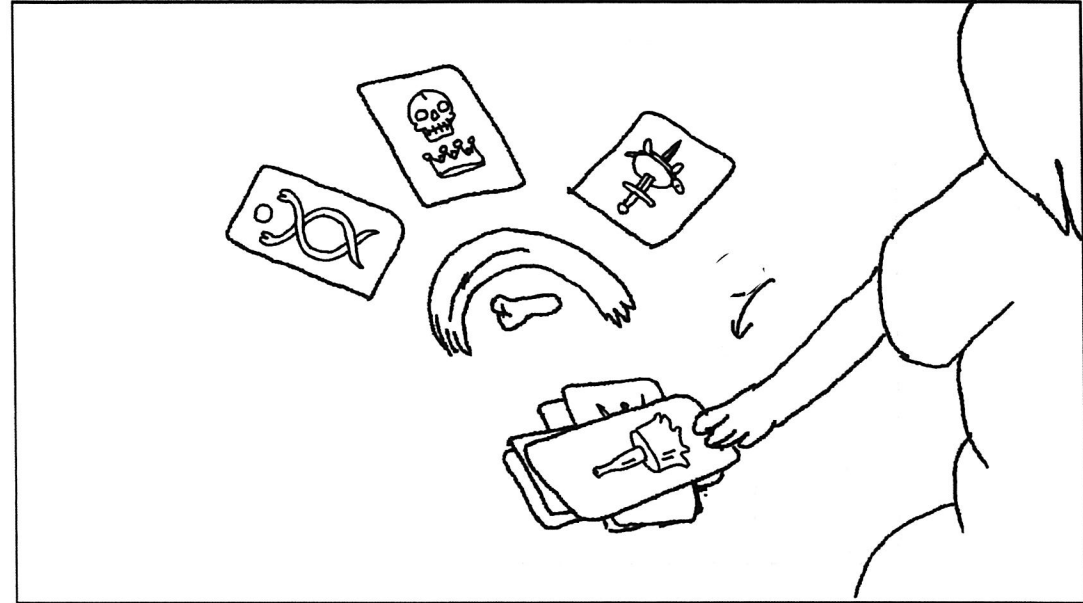


Sc. 172

Pnl. A

Bg.

day night

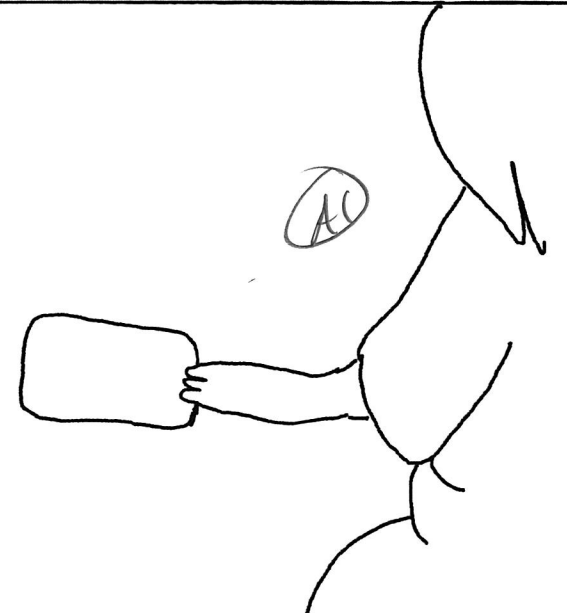


Dialog:

Action:

Timing:

- C. LAYS DOWN
ANOTHER CARD.



1034-238

EPISODE #

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ADVENTURE TIME



Page 293

Sc. 173

Pnl. A

Bg.

day night

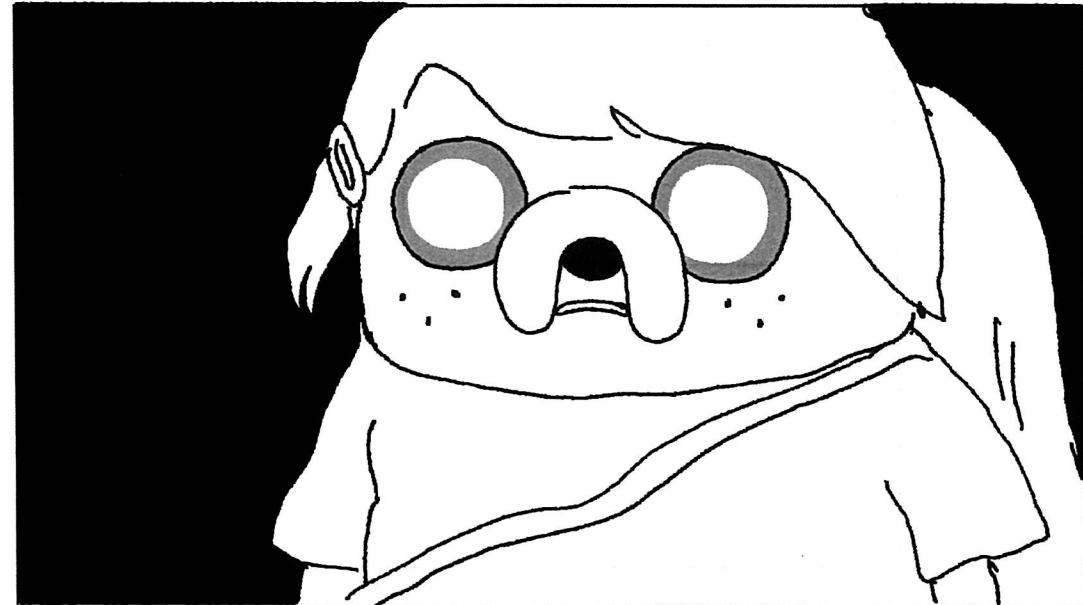


Sc. 174

Pnl. A

Bg.

day night



Dialog:

Ⓒ/ (os) MY SEVENTIES.

Ⓐ/ I BEGIN TO LOSE PEOPLE
AROUND ME.

Action:

== BLUE EYES ==

Timing:

EPISODE # 1034-238

Production :

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ADVENTURE TIME

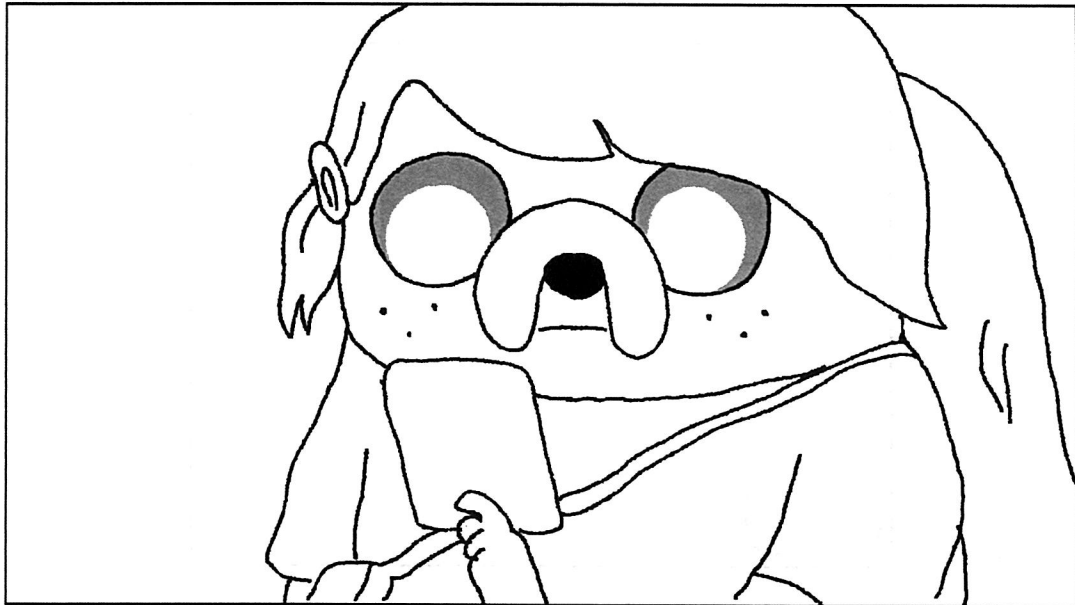


Sc. 174

Pnl. B

Bg.

day night

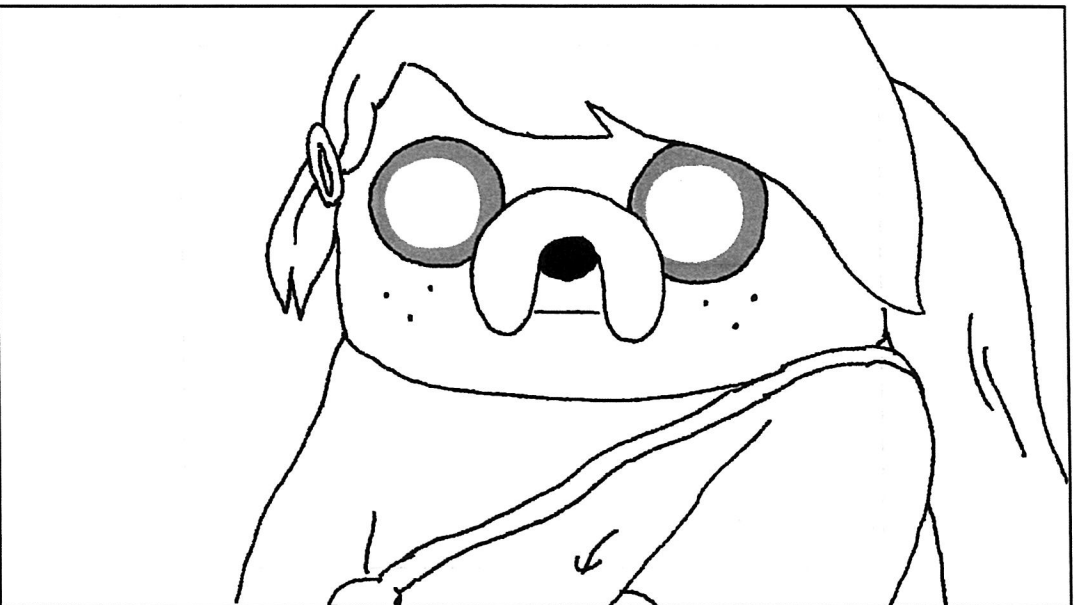


Sc. 174

Pnl. C

Bg.

day night



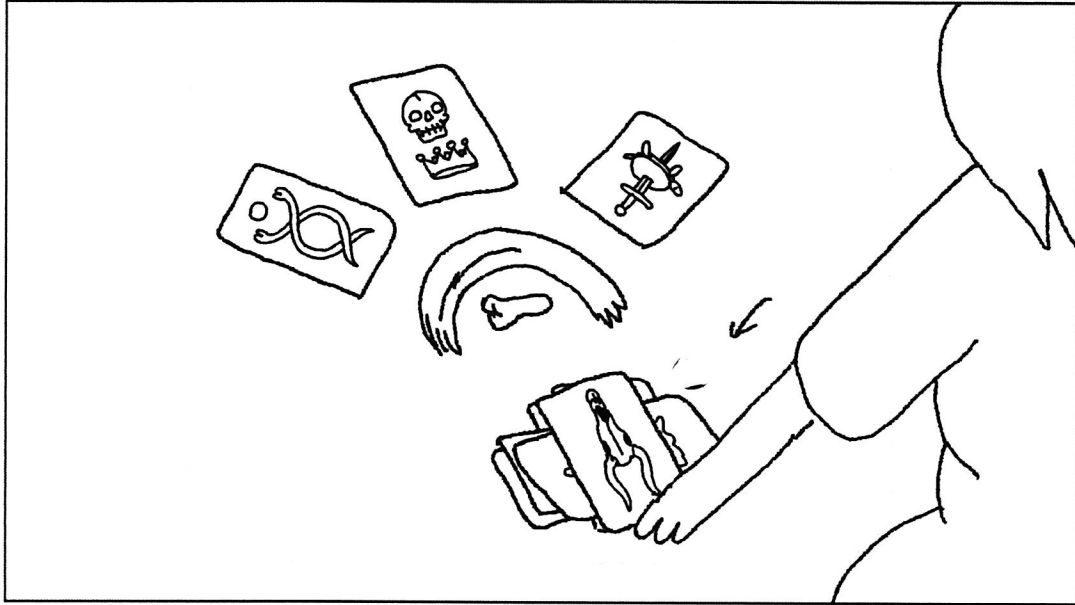
Dialog:
Action:
Timing:

EPISODE # **1034-238**
Production :

ADVENTURE TIME



Sc. 175 Pnl. A Bg. day night



Dialog:

Action: - C. LAYS DOWN ANOTHER CARD.

Timing:



Sc. 176 Pnl. A Bg. day night



©(os) MY EIGHTIES.

EPISODE # 1034-238

Production :

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ADVENTURE TIME



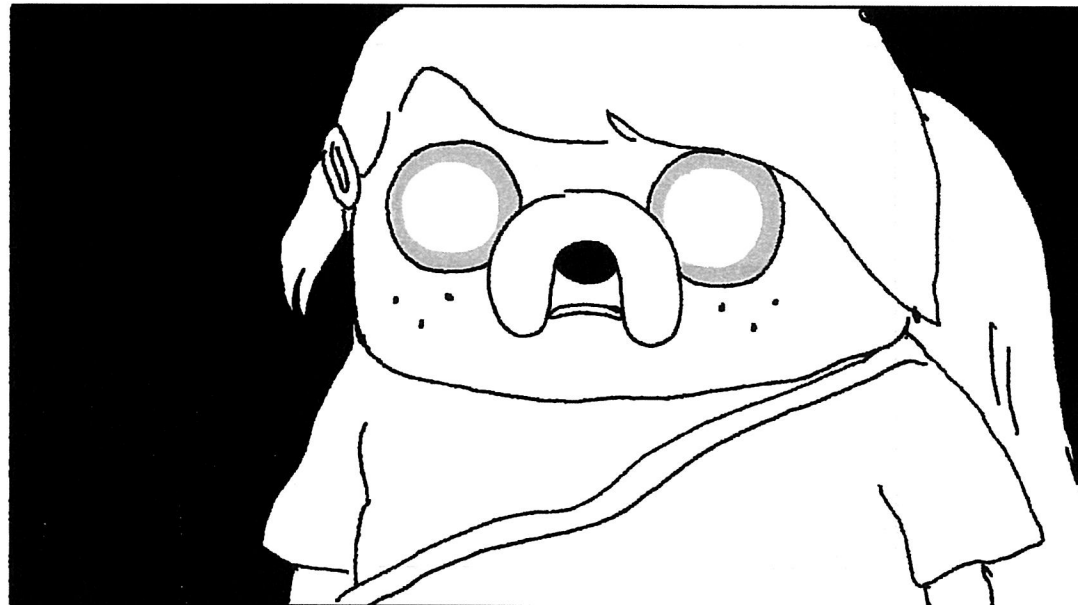
Page 296

Sc. 177

Pnl. A

Bg.

day night

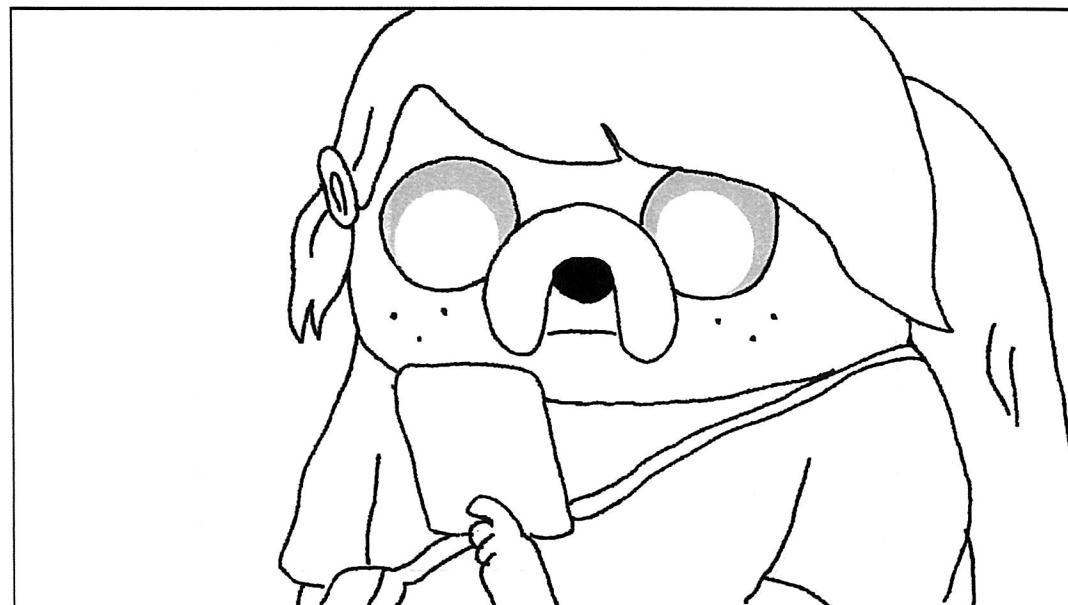


Sc. 177

Pnl. B

Bg.

day night



Dialog:

Ⓟ I'M AFRAID AGAIN.

Action:

≡ PURPLE EYES ≡

Timing:

EPISODE # 1034-238

Production :

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ADVENTURE TIME

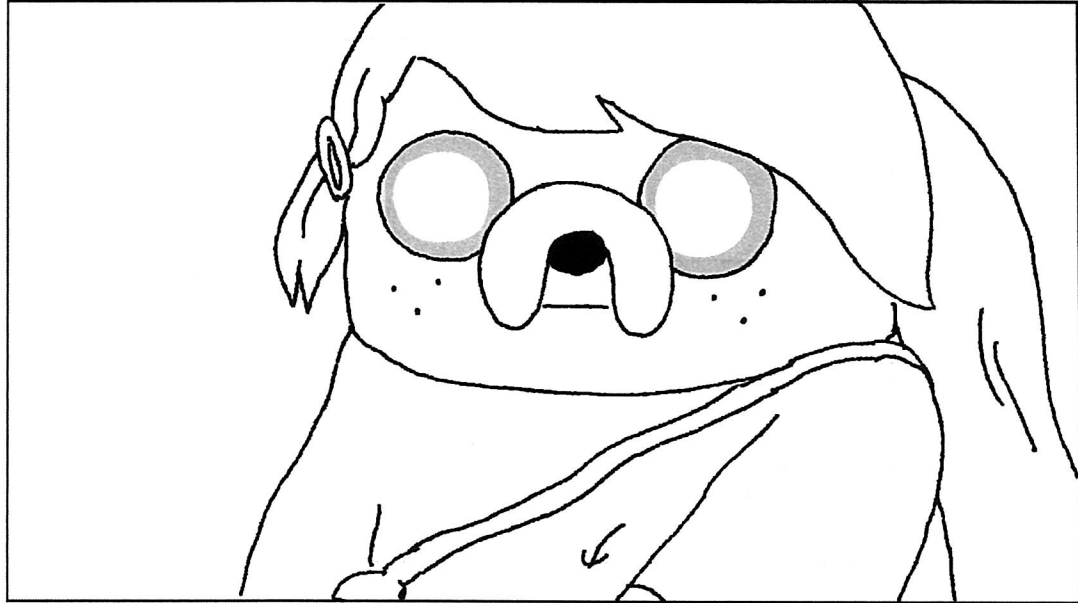


Sc. 177

Pnl. C

Bg.

day night

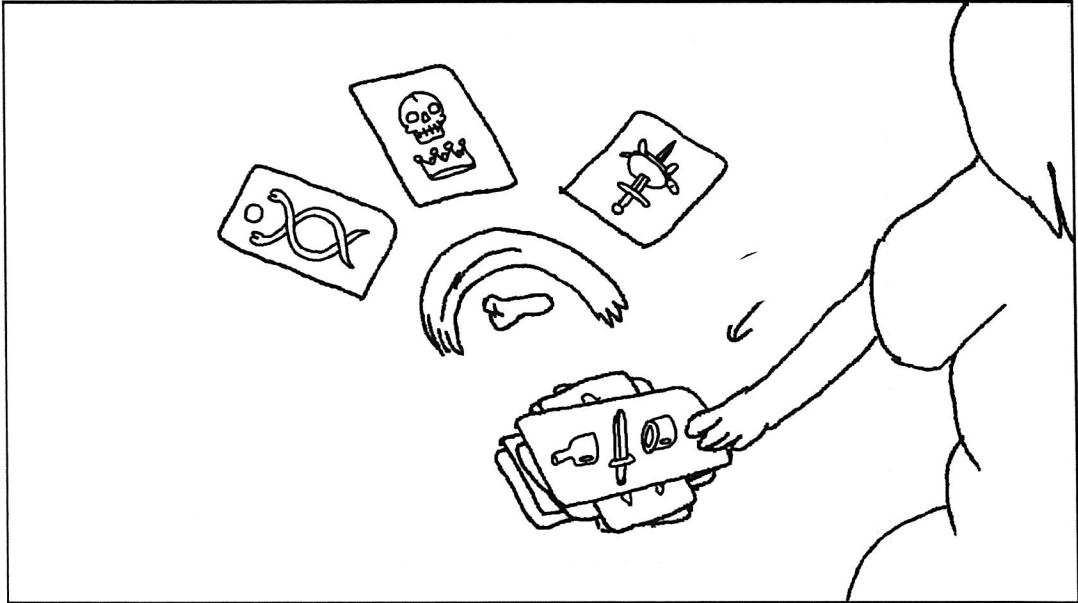


Sc. 178

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

- C. SETS DOWN
FINAL CARD.



EPISODE # 1034-238

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ADVENTURE TIME



Page 298

Sc. 179

Pnl. A

Bg.

day night

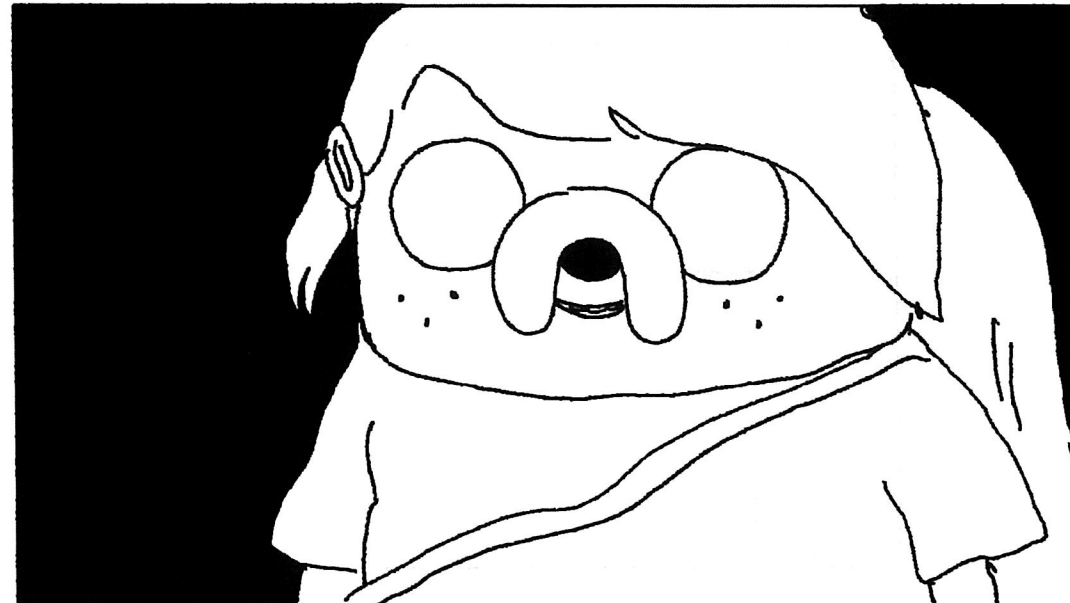


Sc. 180

Pnl. A

Bg.

day night



Dialog:

Ⓒ MY NINETIES...

Ⓐ ... I'M CONTENT AND WISE.

Action:

~ PINK EYES ~

Timing:

1034-238

EPISODE #

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ADVENTURE TIME



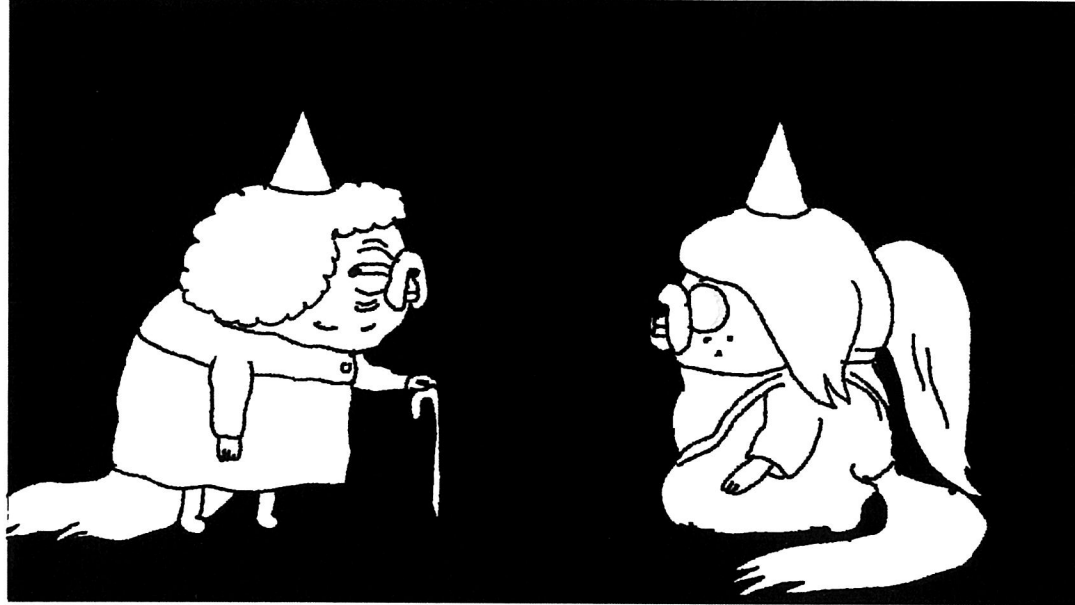
Page 299

Sc. 181

Pnl. A

Bg.

day night

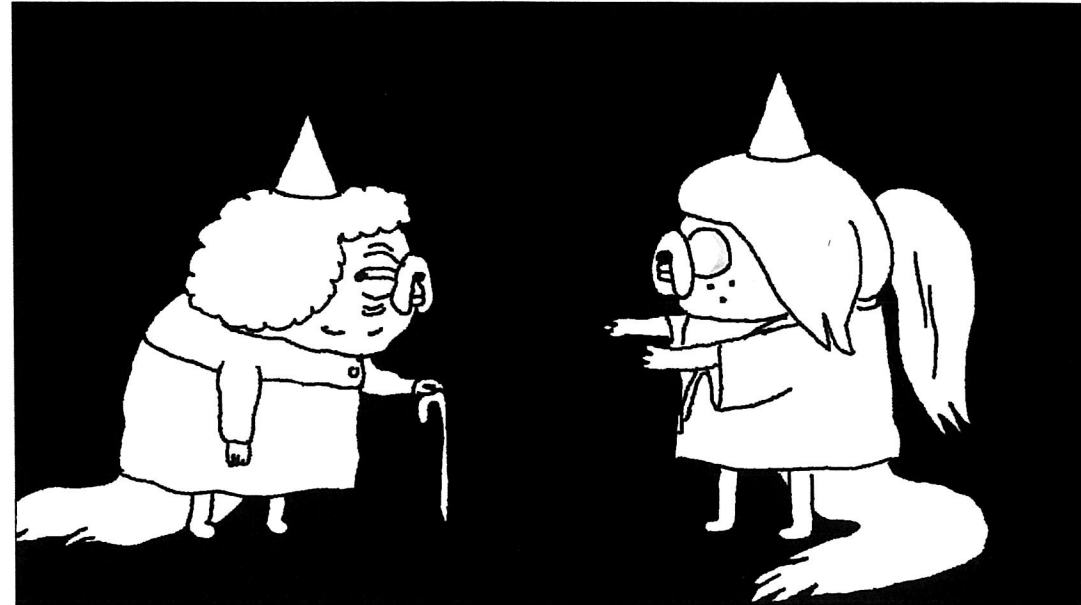


Sc. 181

Pnl. B

Bg.

day night



Dialog:

Action:

- C. STANDS UP.

Timing:

EPISODE # 1034-238

Production :

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ADVENTURE TIME



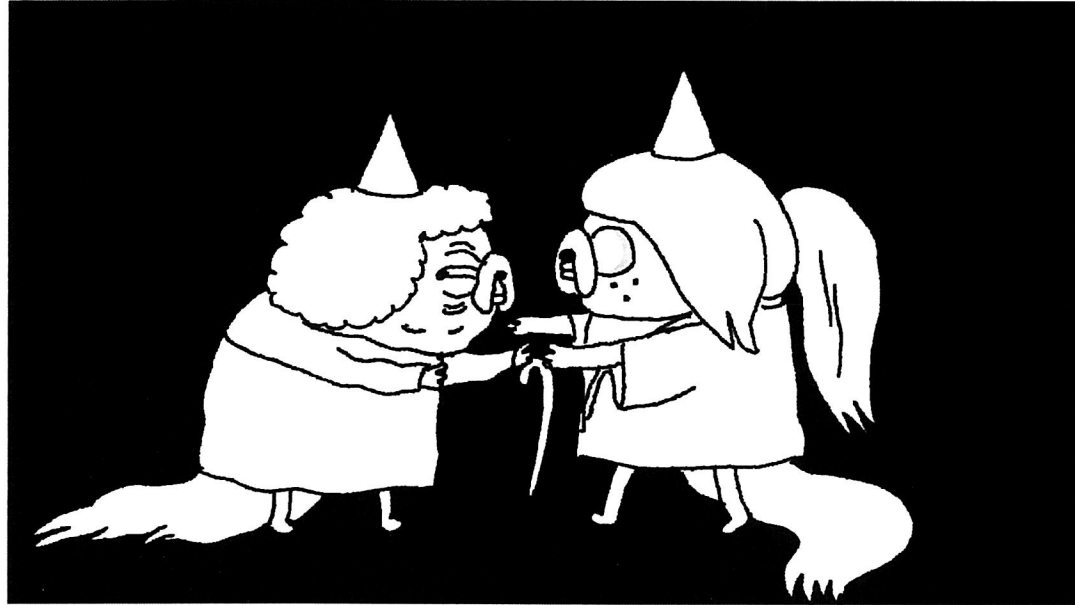
Page 300

Sc. 181

Pnl. C

Bg.

day night

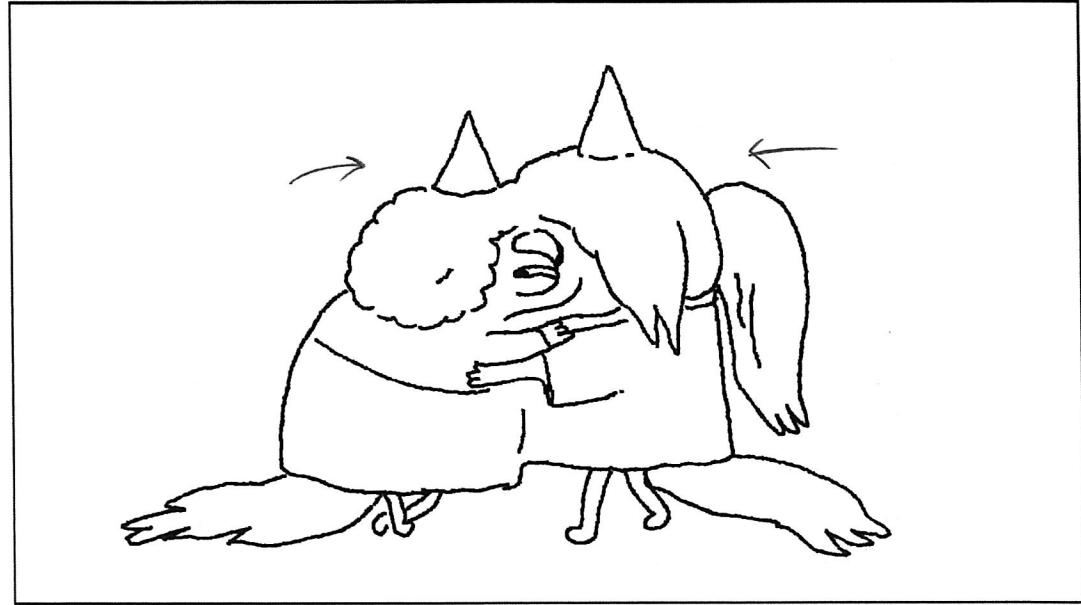


Sc. 181

Pnl. D

Bg.

day night



Dialog:

Action:

- CHARLIE EMBRACES 90s CHARLIE.

Timing:

EPISODE # 1034-238

Production :

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ADVENTURE TIME



Sc. 181 Pnl. E Bg. day night



Dialog:

Action: -CHARLIE'S MERGE. - PAINT & LIGHT GROWS

Timing:

Sc. 181 Pnl. F Bg. day night



EPISODE # 1034-238

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ADVENTURE TIME

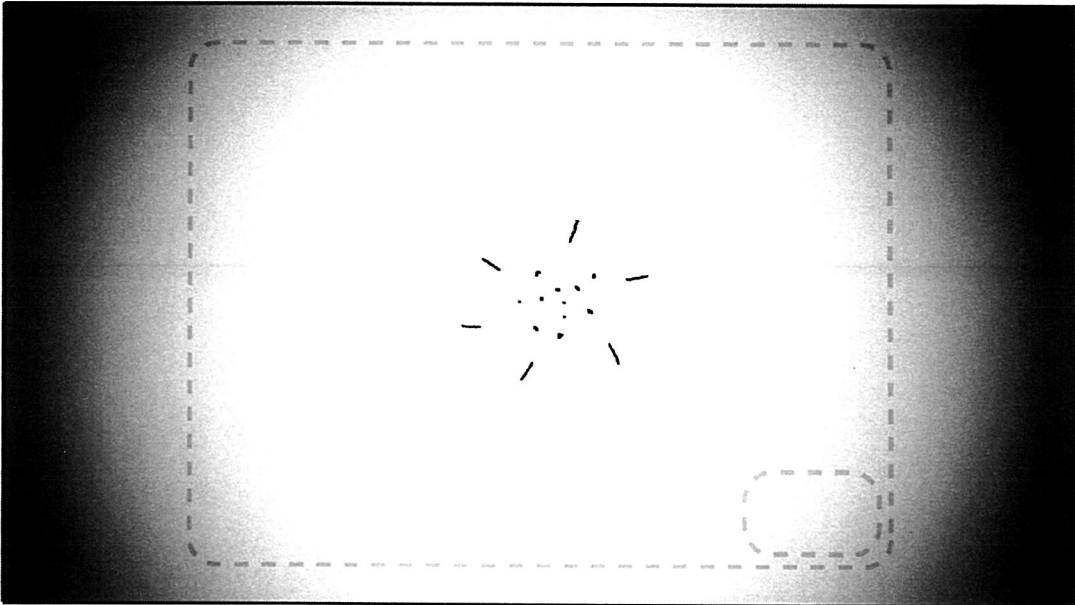


Sc. 181

Pnl. G

Bg.

day night

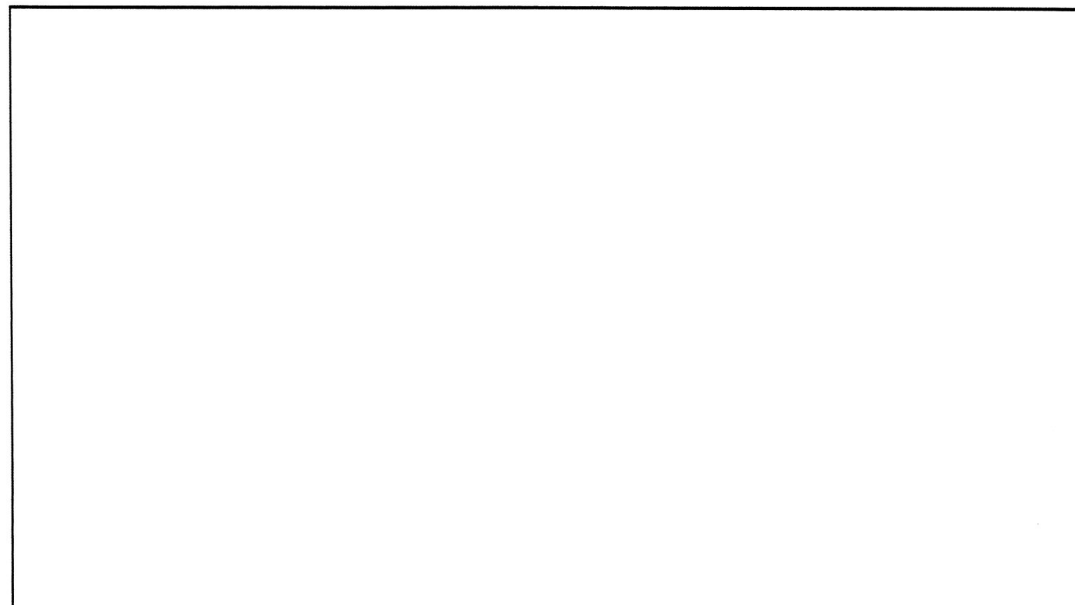


Sc. 181

Pnl. H

Bg.

day night



Dialog:
Action: <u>LIGHT GROWS BRIGHTER</u>
Timing:

EPISODE # 1034-238
Production :

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ADVENTURE TIME



Page 303

Sc. 181

Pnl. I

Bg.

day night



Sc. 181

Pnl. J

Bg.

day night



Dialog:

C YEAH -

Action:

-FADE IN. ALT AH MAN THAT'S BETTER.

-C. BRUSHES BACK HAIR.

Timing:

EPISODE #
1034-238

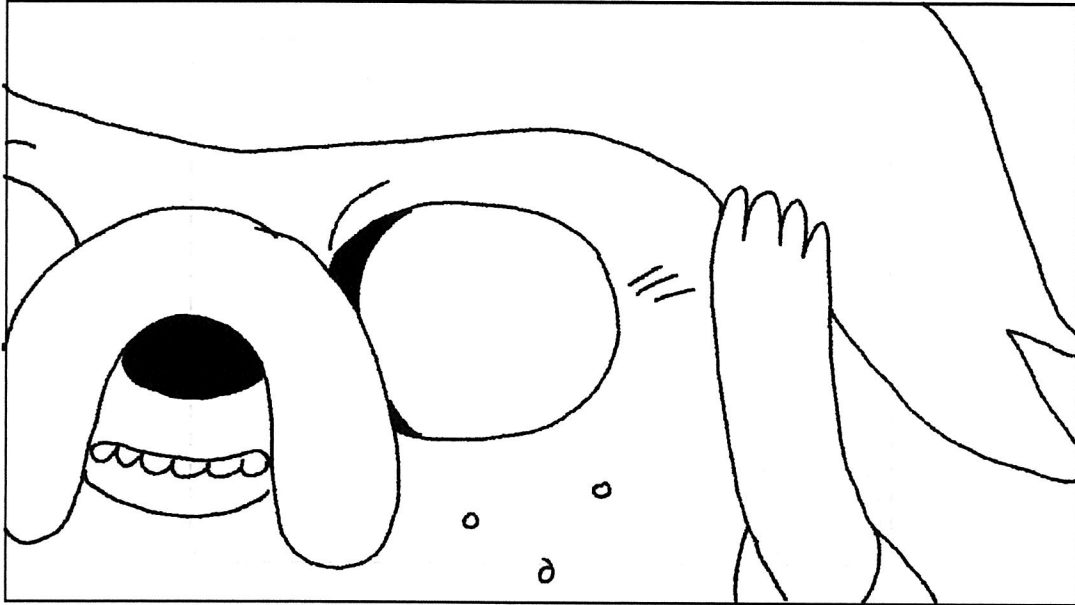
Production :

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ADVENTURE TIME



Sc. 182 Pnl. A Bg. day night



Dialog:
© WRINKLES.
Action:
Timing:

Sc. 183 Pnl. A Bg. day night



EPISODE # 1034-238

Production :

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ADVENTURE TIME



Sc. 183 Pnl. 8 Bg. day night



Dialog:
C/ OH NO! I'VE BEEN

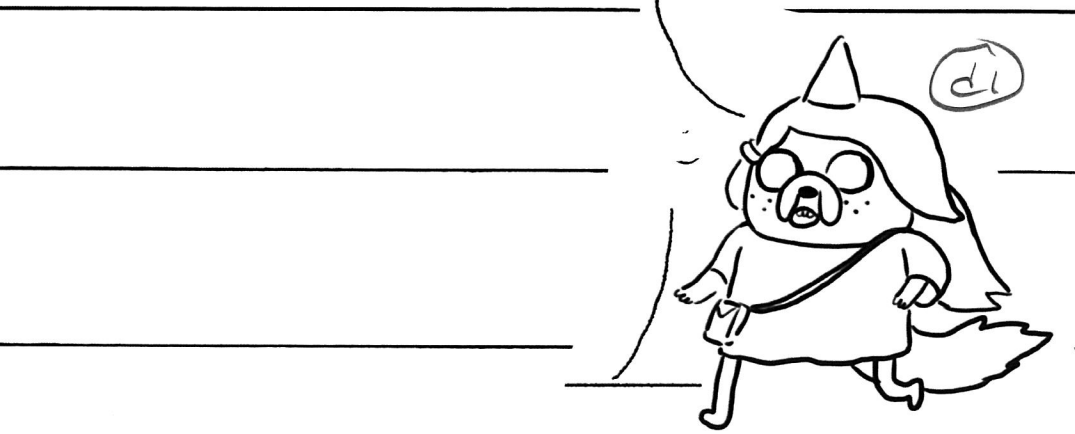
Action:

Timing:

Sc. 183 Pnl. 9 Bg. day night



A total wand to my Dad
C/ I'VE gotta go help him!



EPISODE # 1034-238

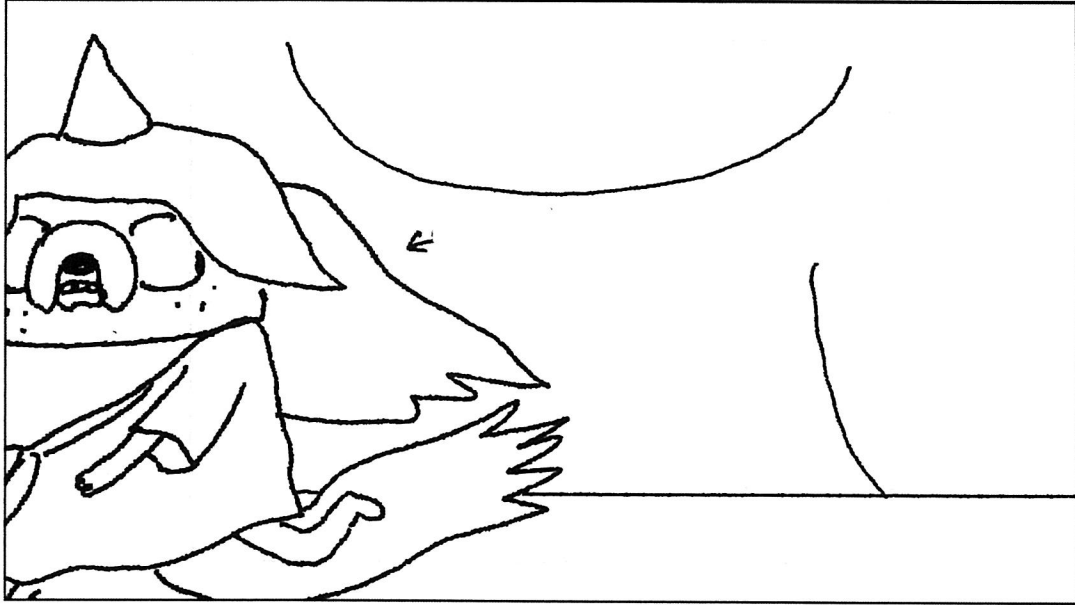
Production :

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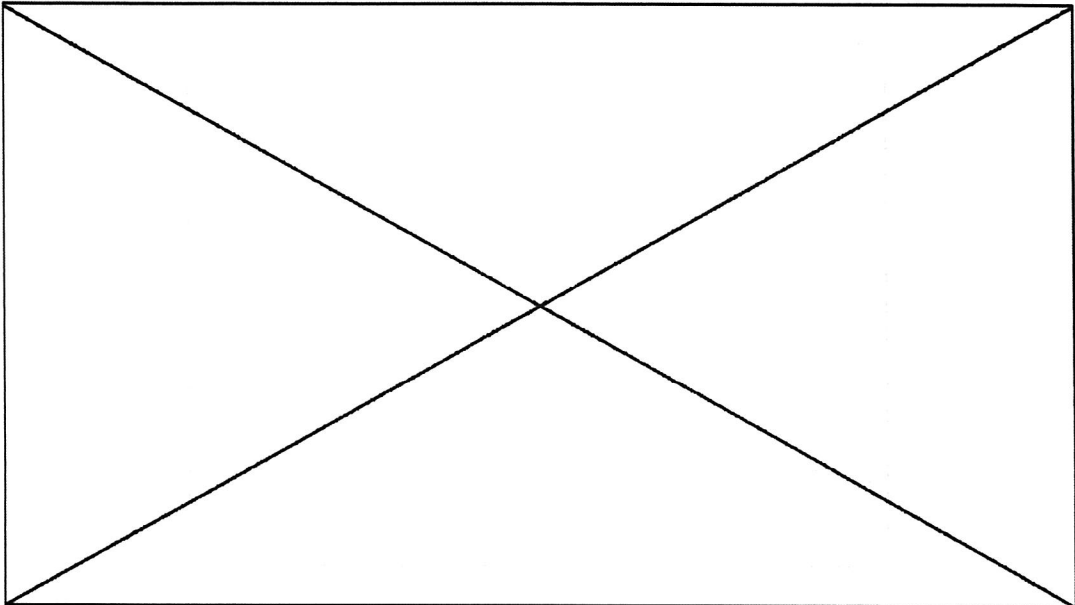
ADVENTURE TIME



Sc. 183 Pnl. 0 Bg. day night



Sc. - Pnl. - Bg. - day night



Dialog:	
Action:	
Timing:	

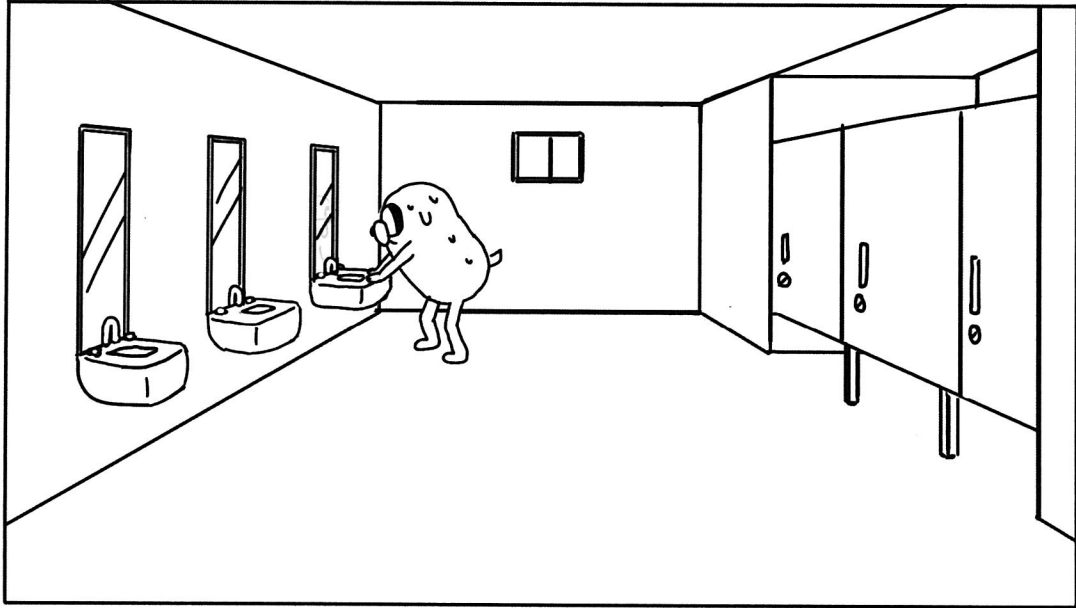
EPISODE # 1034-238
Production :

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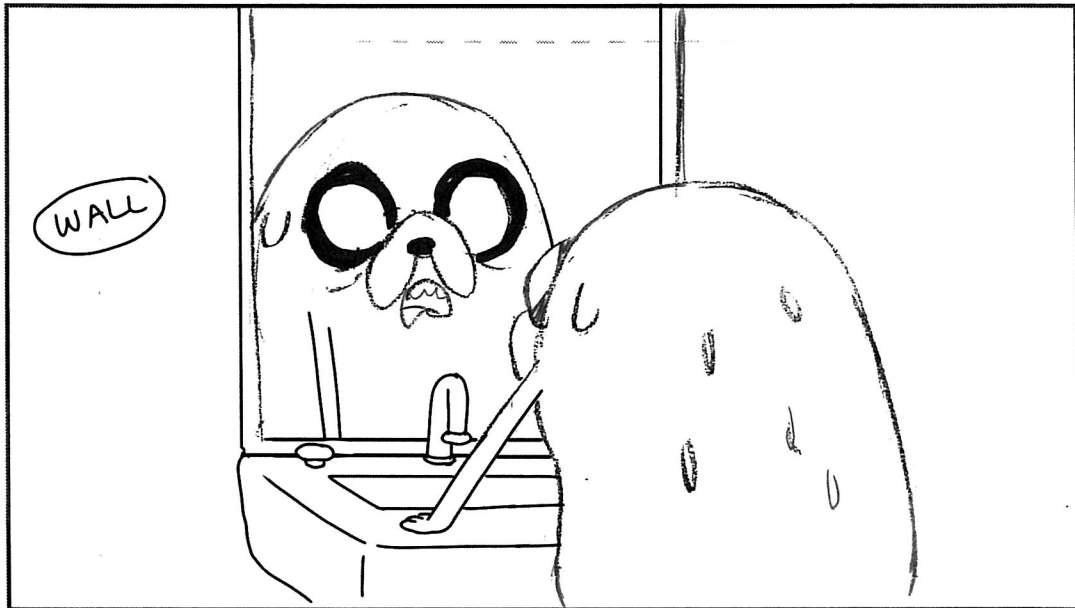
ADVENTURE TIME



Sc. 184 Pnl. A Bg. day night



Sc. 185 Pnl. A Bg. day night



Dialog:	① C'MON JAKE...	J/ Pull it together.
Action:	-J, STARES INTO RESTROOM MIRROR.	
Timing:		

EPISODE # 1034-238
Production:

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ADVENTURE TIME

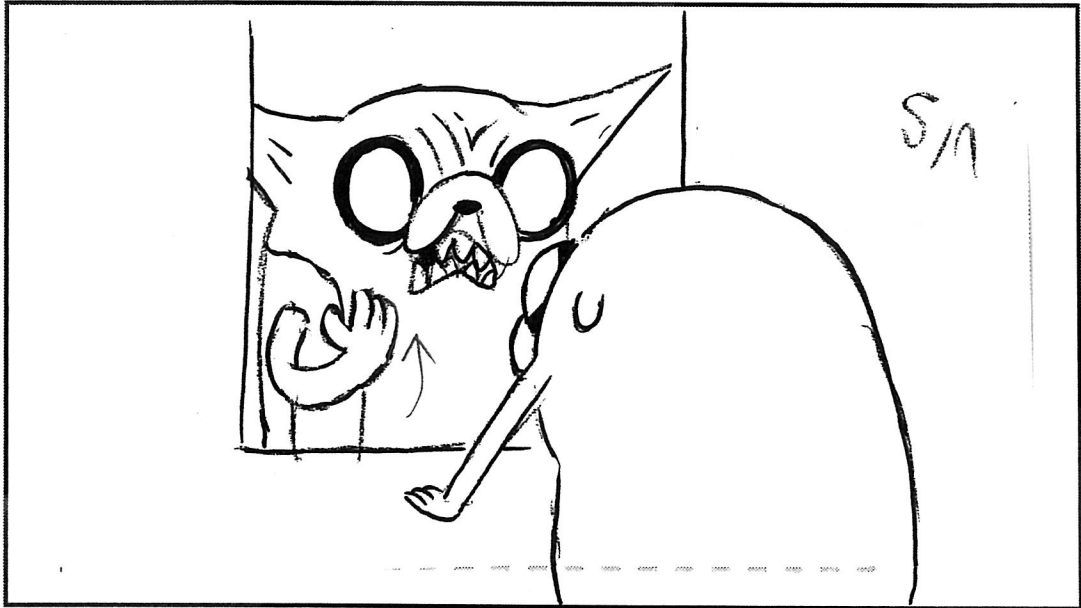


Sc. 185

Pnl. B

Bg.

day night

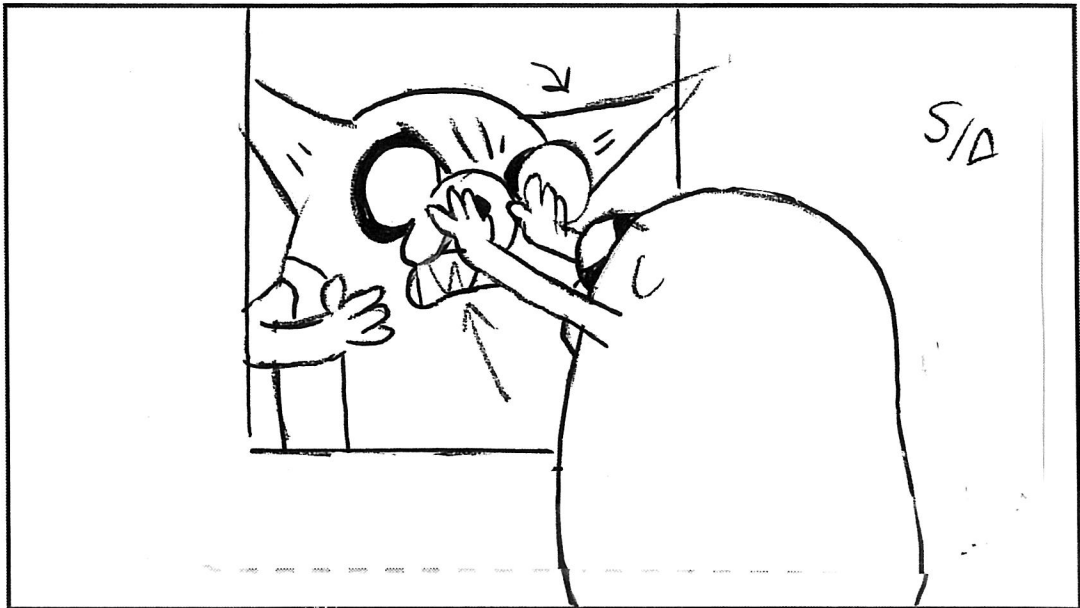


Sc. 185

Pnl. C

Bg.

day night



Dialog:

J20: BLEH-WIN! WIN AT ALL COSTS!

REX JAL (W)
J: NO I BURY YOU!

Action:

- J'S REFLECTION TURNS INTO J-20.

- J PUTS HAND ON MIRROR.

Timing:

EPISODE #

1034-238

Production:

ADVENTURE TIME



Sc. 186 Pnl. A Bg. day night



Sc. 187 Pnl. A Bg. day night



Dialog:	
<u>J20:</u>	(VO) ① Shread the dunes! 20's
FEEL YOUR TWENTIES!	
Action:	
Timing:	

1034-238

EPISODE #

Production:

ADVENTURE TIME



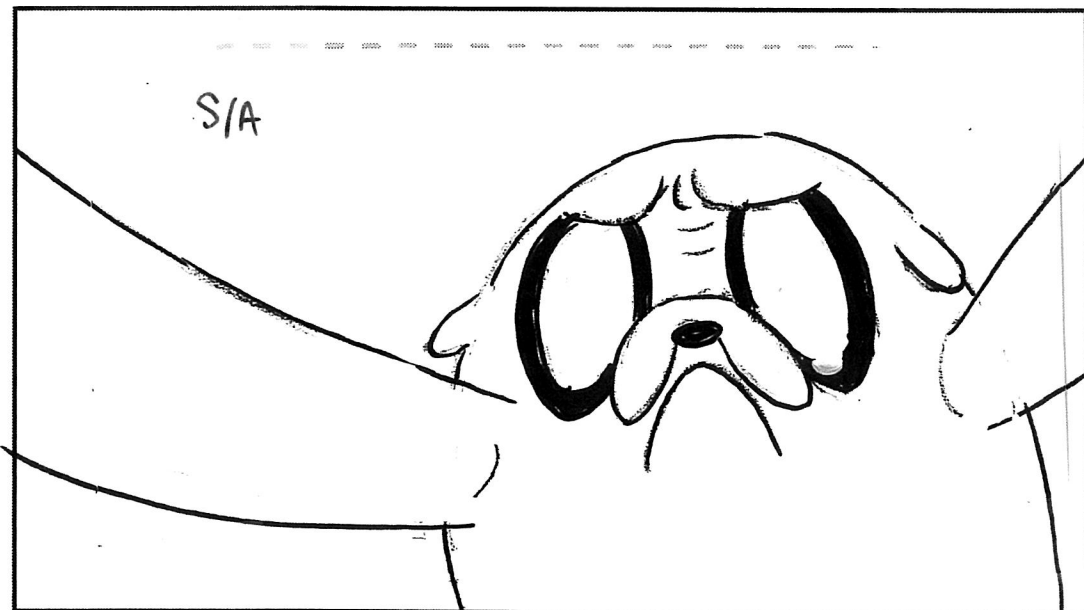
Page 310

Sc. 187

Pnl. B

Bg.

day night



Sc. 187

Pnl. C

Bg.

day night



Dialog:

J20: FROST YOUR TIPS,
PUKA SHELL NECKLACES!

Action:

Timing:

J/ NO NO NO!
C(o.s.)/ Hey young man!



EPISODE # 1034-238

Production:

ADVENTURE TIME



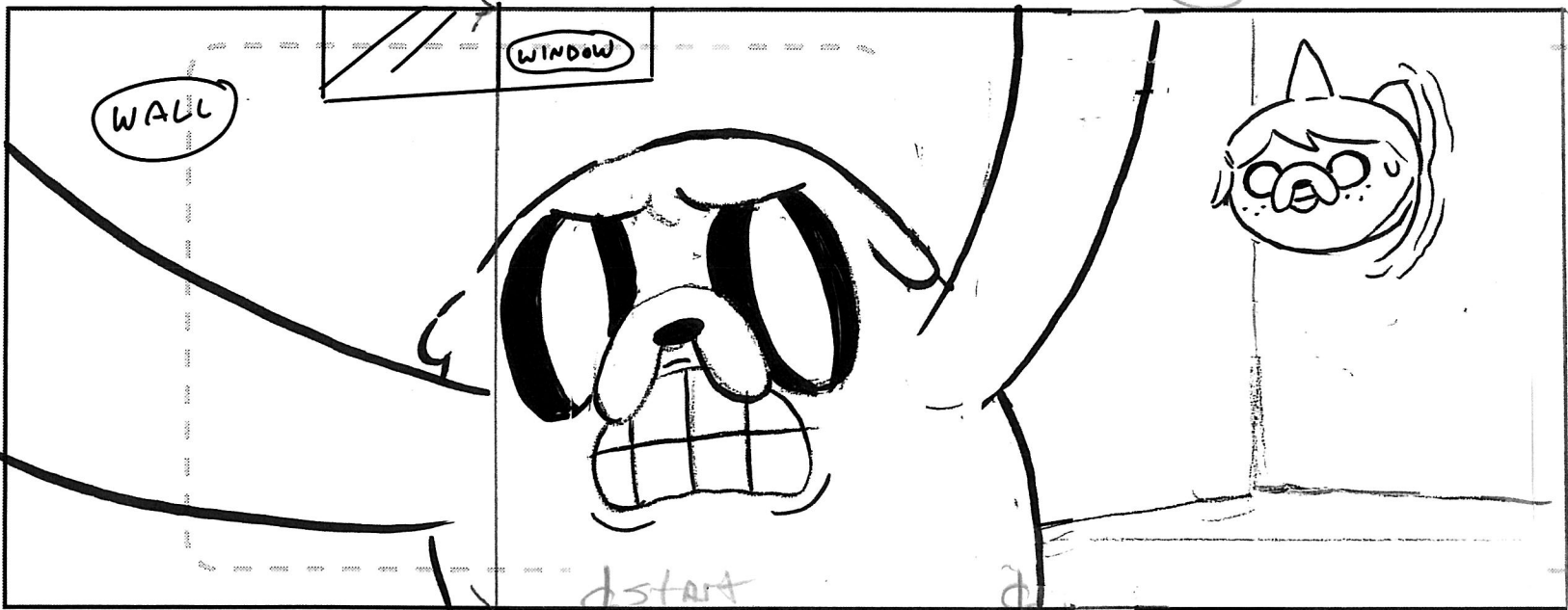
Sc. 187

Pnl. D

Bg.

day night

(E)



Dialog:	(up) C: BE COOL.
Action:	-PAN RIGHT TO C. COMING THROUGH WALL.
Timing:	

1034-238

EPISODE #

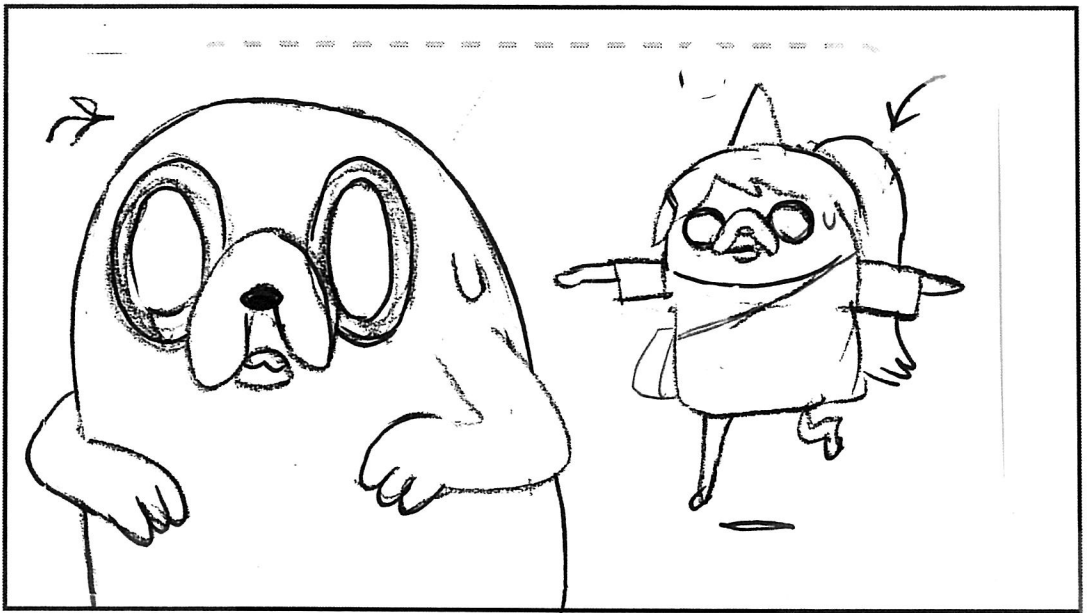
Production:

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ADVENTURE TIME



Sc. 187 Pnl. F Bg. day night



Sc. 187 Pnl. G Bg. day night



Dialog:	
① MOM?	② NO POPPA - IT'S YOUR 90 year old DAUGHTER
Action: - C. FLOATS DOWN FROM WALL	- J. LOOKS BACK AS C. LANDS.
Timing: ANIMATE THROUGH PNL. E POSES ① & ② to PNL. F.	



EPISODE # 1034-238
Production:

ADVENTURE TIME



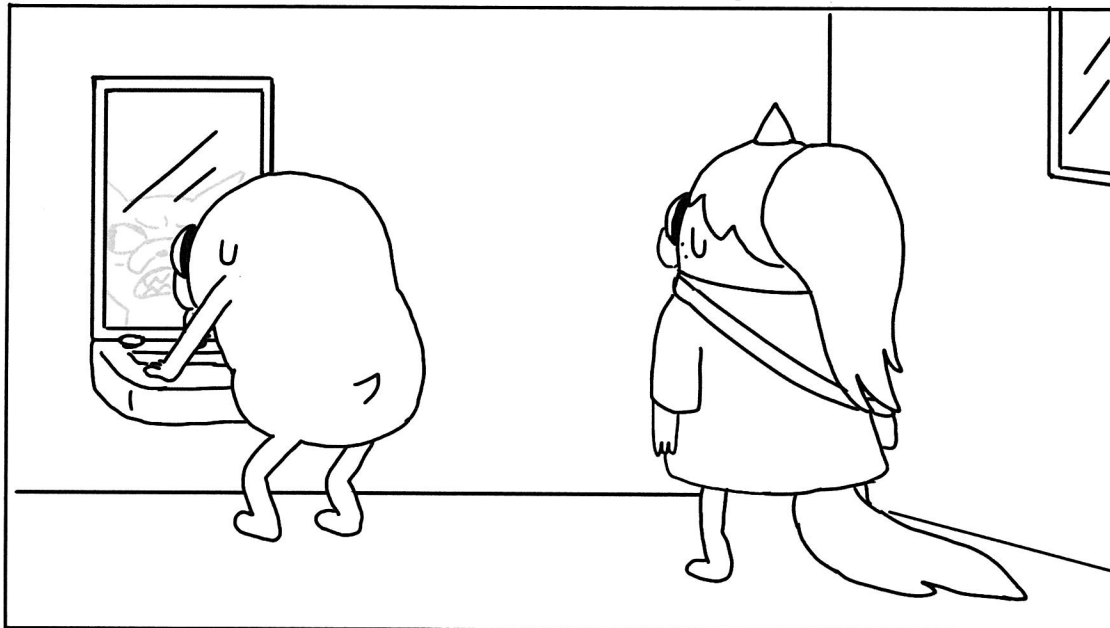
Page 313

Sc. 188

Pnl. A

Bg.

day night

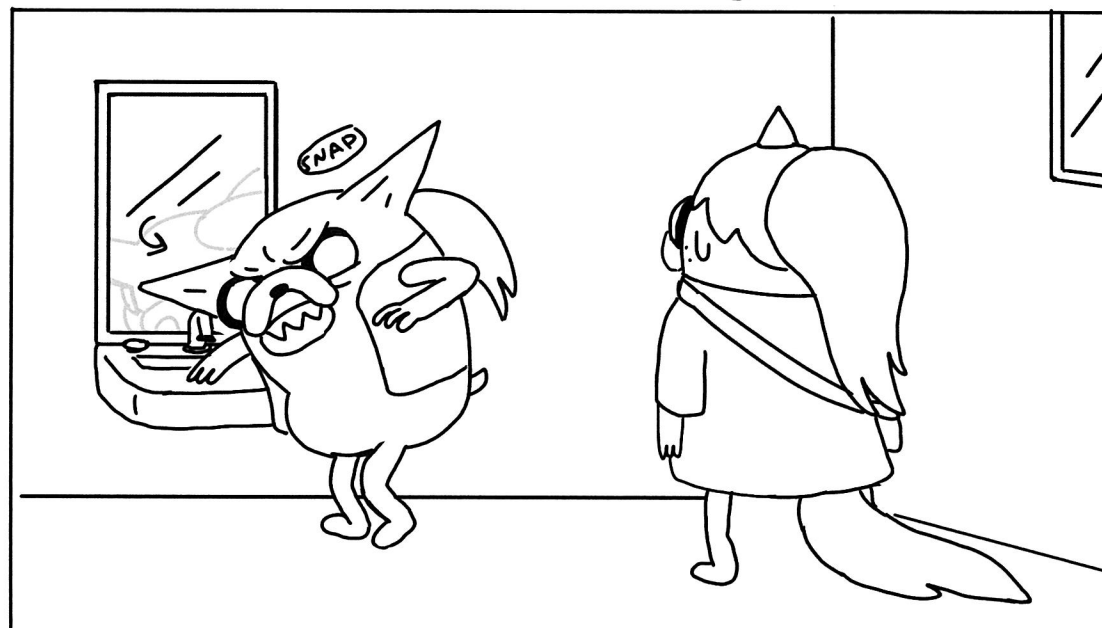


Sc. 188

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

J20: YOU FLAKE

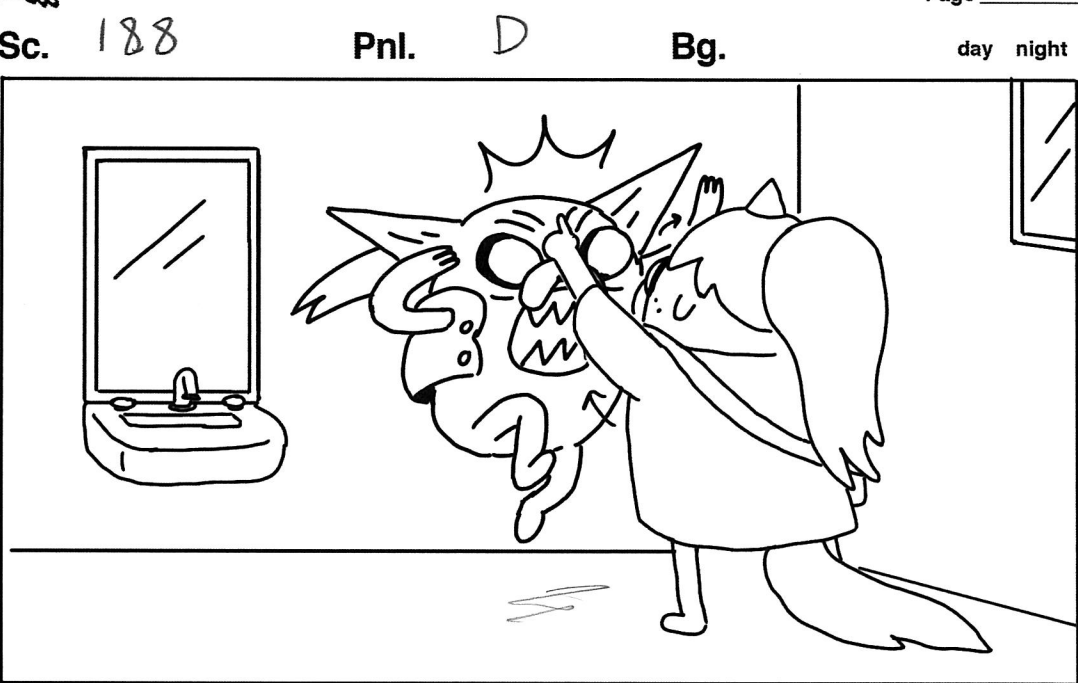
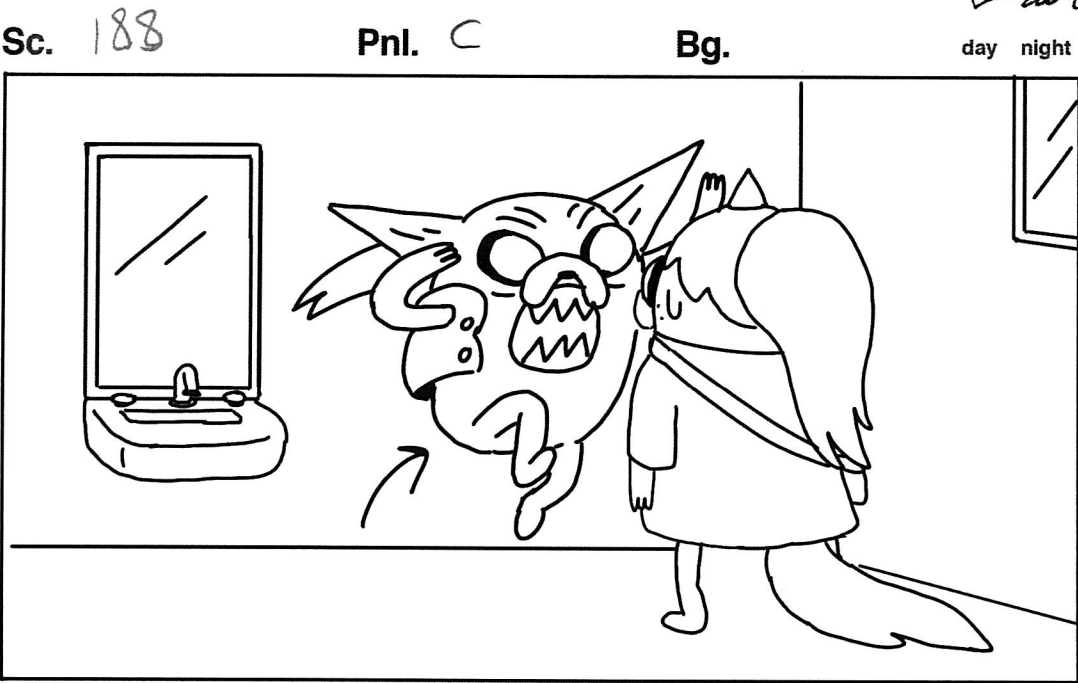
- J. SNAP TRANSFORMS INTO
J20 AS HE TURNS



EPISODE #

1034-238

ADVENTURE TIME



Dialog:

© BE CONTENT

Action: J20 LEAPS TOWARDS CHARLIE

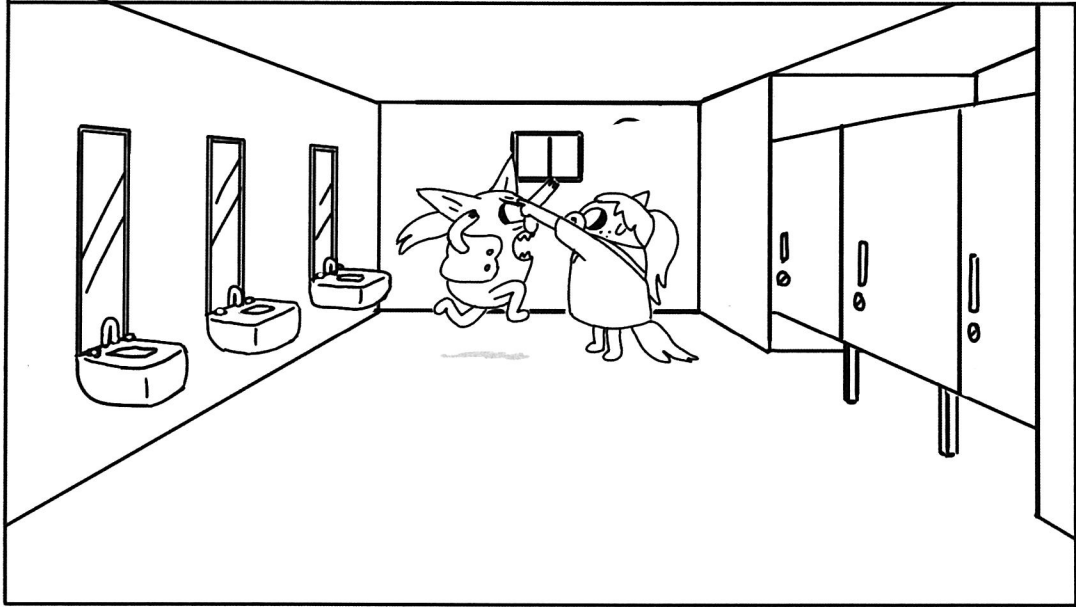
- CHARLIE HOLDS UP A FOREFINGER TO JAKE'S FOREHEAD.

Timing:

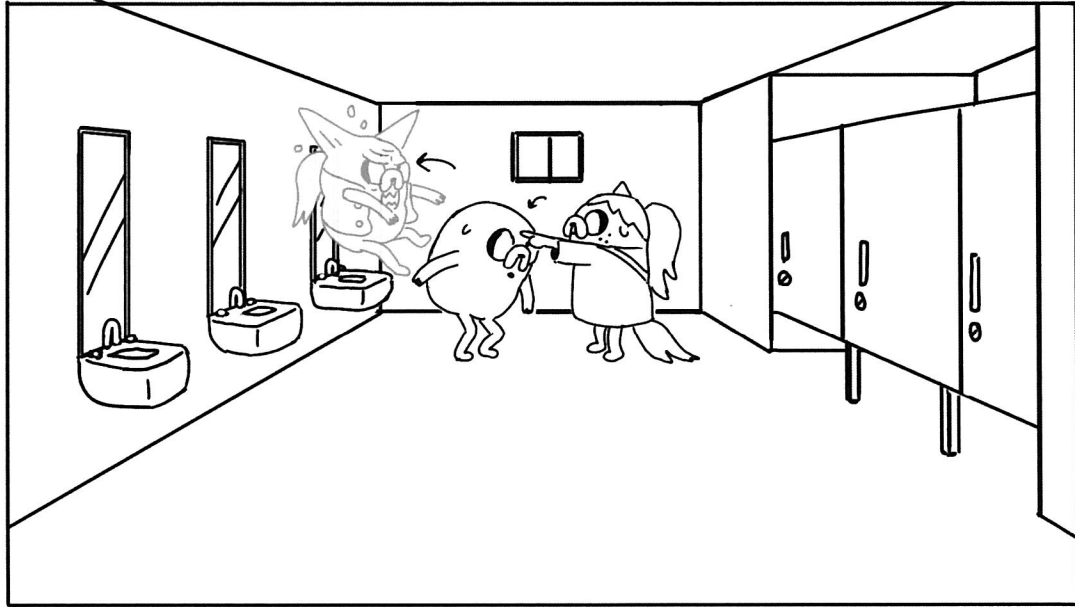
ADVENTURE TIME



Sc. 189 Pnl. A Bq. day night



Sc. 189 Pnl. B Ba. day night



Dialog:	J20/ [scream]
	SFX: * DING *
Action:	(A) - GHOST J-20 HITS MIRROR
	- C. LOWERS J.
Timing:	



EPISODE # 1034-238

Production:

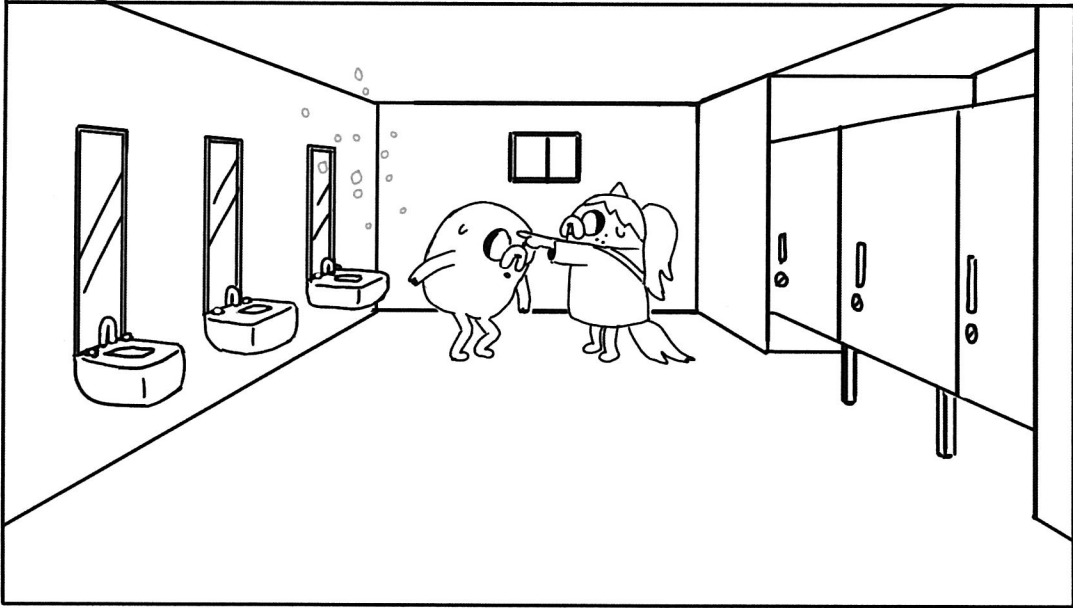
ADVENTURE TIME



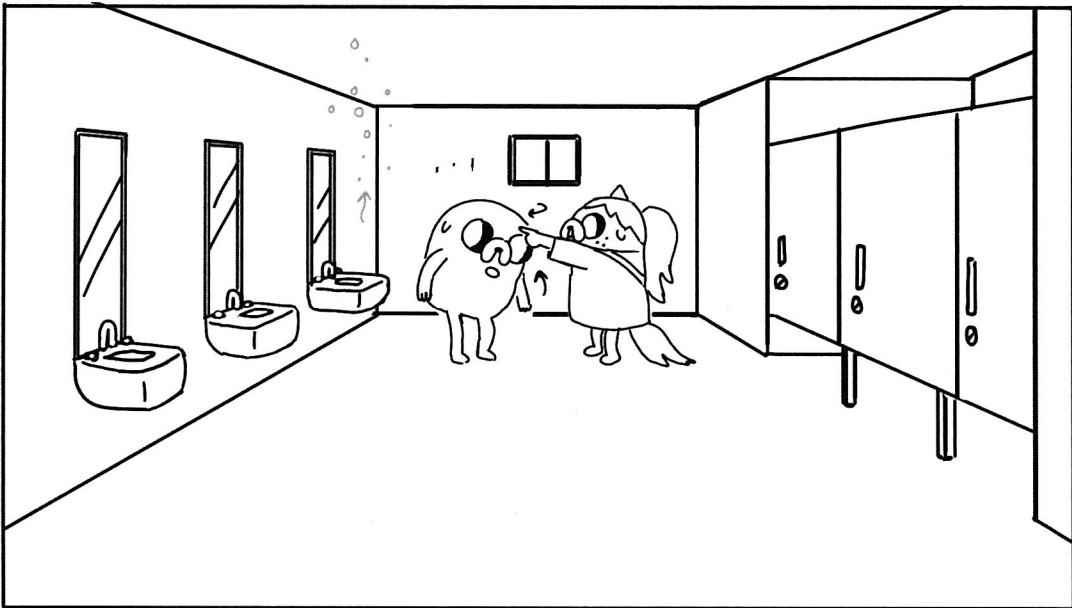
Next Pg.320

Page 316

Sc. 189 Pnl. C Bg. day night



Sc. 189 Pnl. D Bg. day night



Dialog:

SFX
* TINKLING *

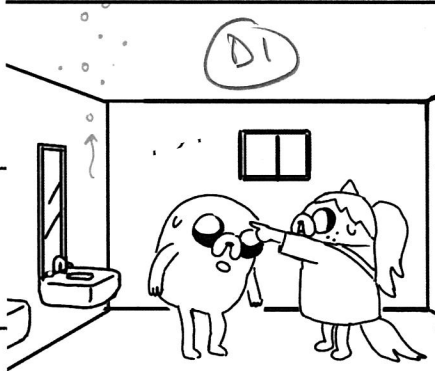
Action:

- GHOST J20 disappears into particles

Timing:

(J)

Whoa.



EPISODE # 1034-238

Production:

ADVENTURE TIME

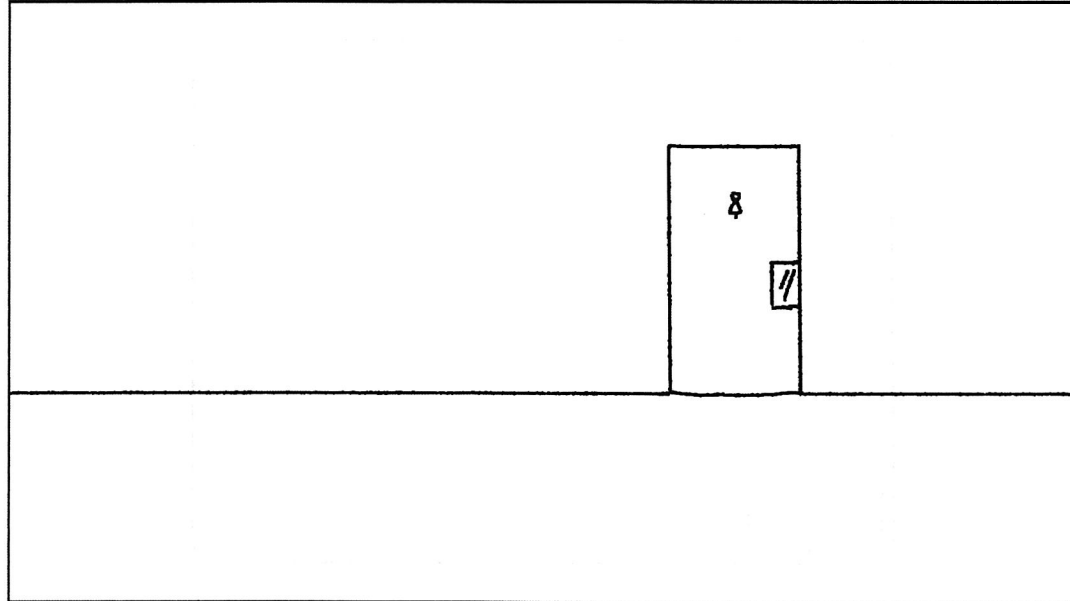


Sc. 192

Pnl. A

Bg.

day night

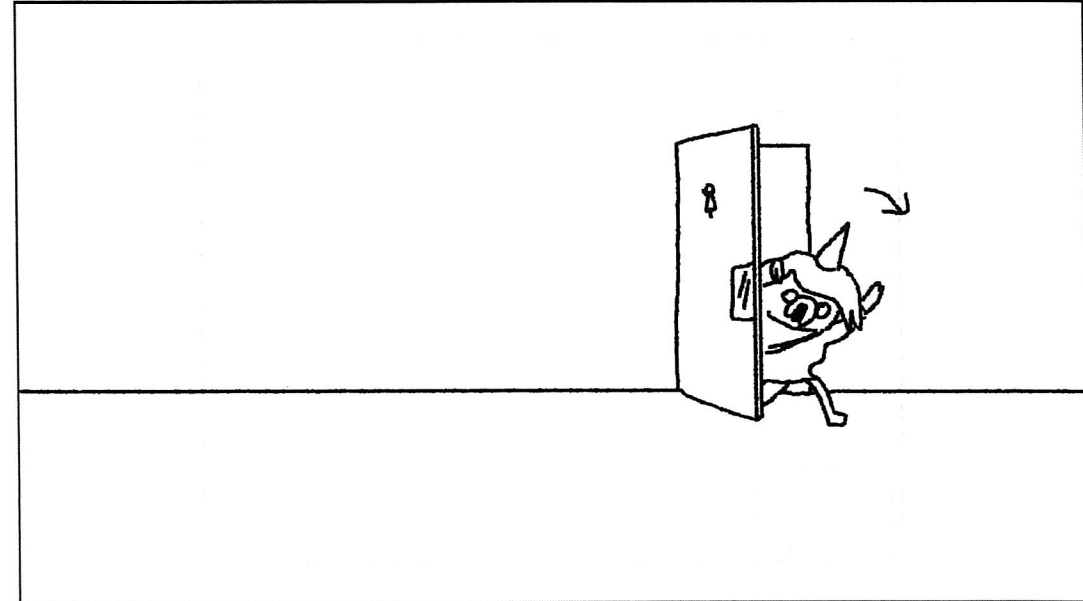


Sc. 192

Pnl. B

Bg.

day night



Dialog:

© WHOOO!

Action:

- C. BURSTS THRU DOOR.

Timing:

1034-238

EPISODE #

Production :

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ADVENTURE TIME



Sc. 192 Pnl. c Bg. day night

Sc. 192 Pnl. D Bg. day night

Dialog:

Act				
Tim	+		+	

WHOOO!

HOOP! HOOP!

(C1) (C2) (C3)

- C. HOPS FORWARD TWICE

1034-238

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ADVENTURE TIME

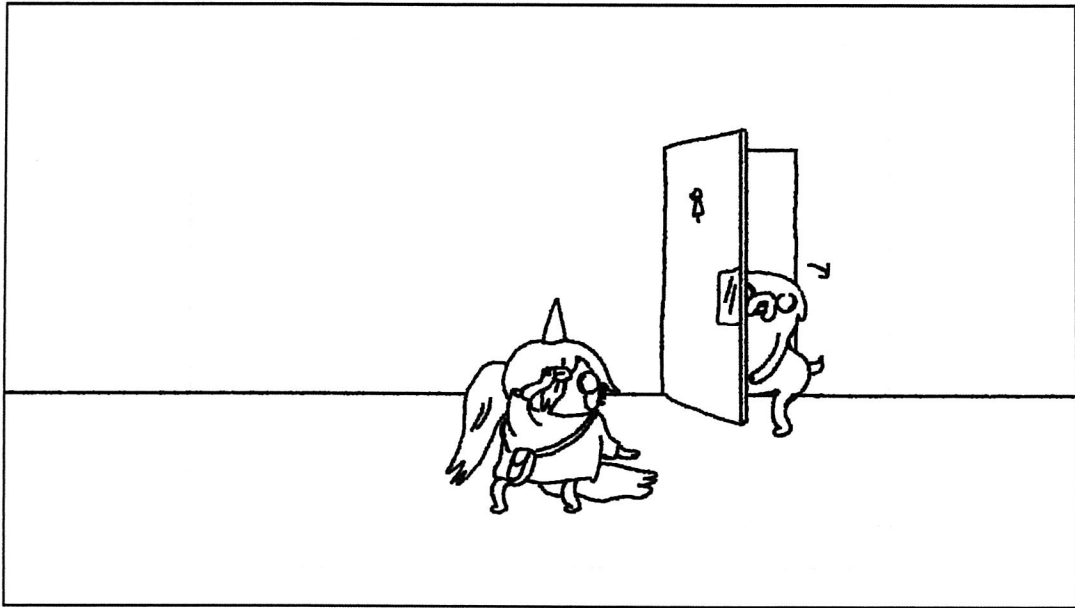


Sc. 192

Pnl. E

Bg.

day night

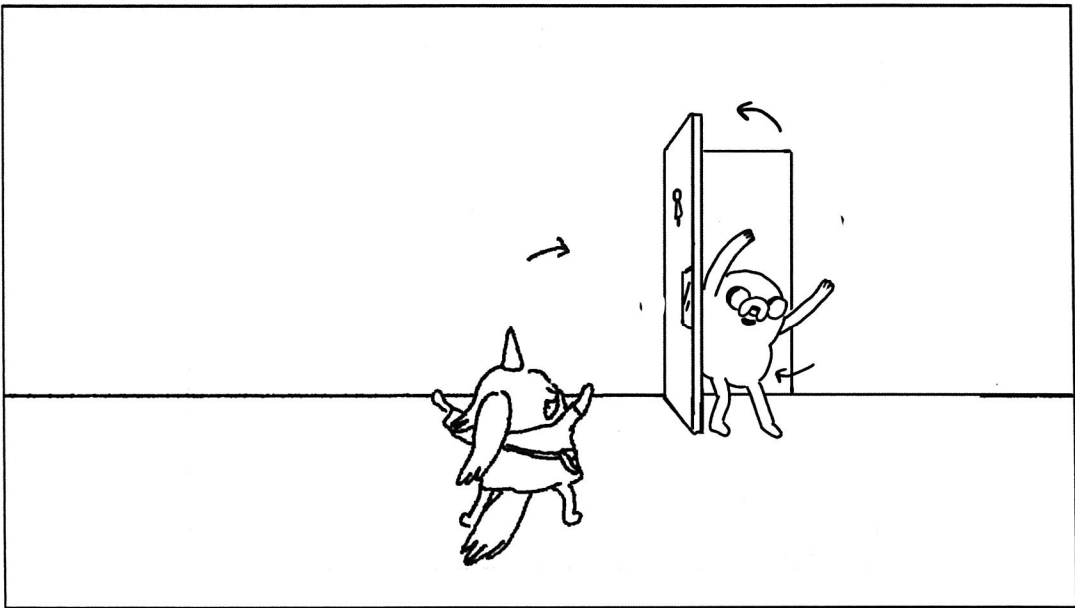


Sc. 192

Pnl. F

Bg.

day night



Dialog:

≡ P A U S E ≡

(SFX) ① BANG ≡
② WHOOO!
③ WHOOOP! WHOOOOOP!

Action:

CHARLIE'S LIKE "WHAT DO I HEAR?"
≡ H O L D ≡

- J. THROWS OPEN
DOOR. DOOR
HITS WALL.

Timing:



1034-238

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ADVENTURE TIME

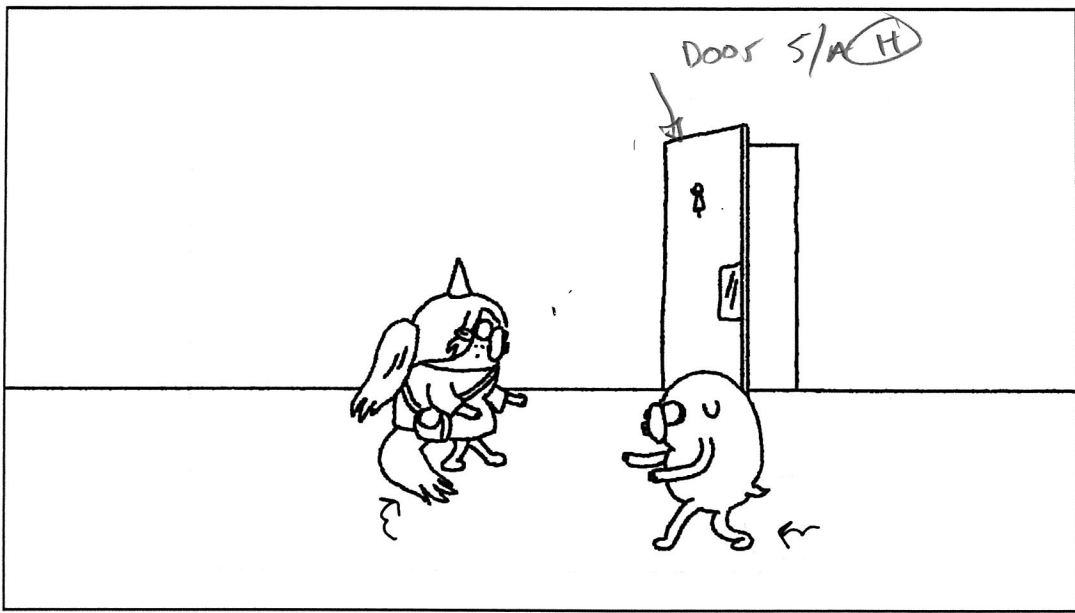


Sc. 192

Pnl. 0

Bg.

day night

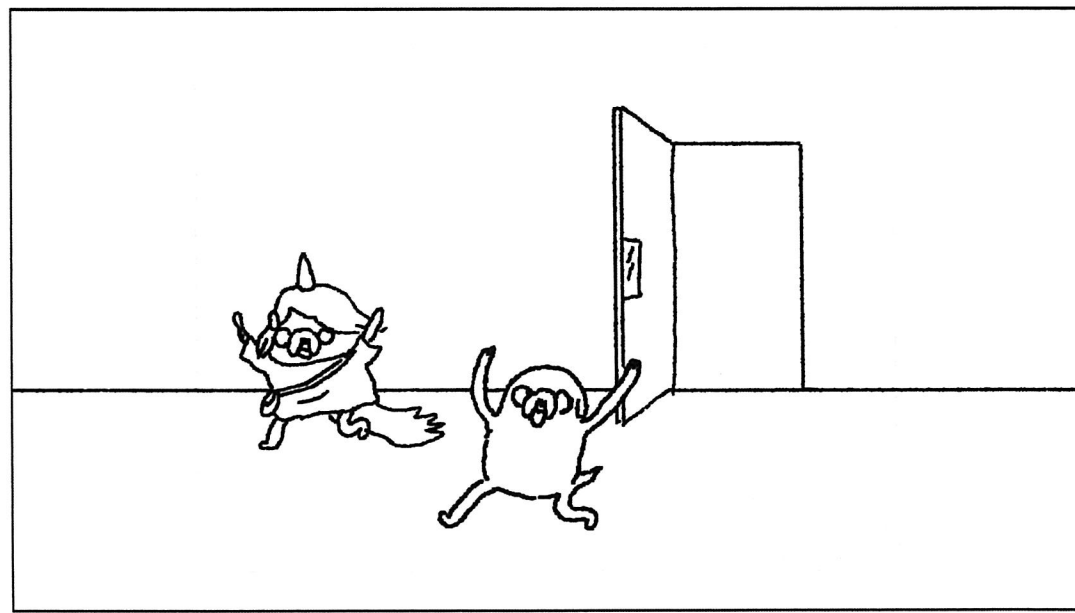


Sc. 192

Pnl. H

Bg.

day night



Dialog:

Action:

Timing:



© H A H A Y E A H , W H A T W H A T !
W H O O O Y E H A !

M E G G M O G G & O W L S T Y L E S

1034-238

EPISODE #

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ADVENTURE TIME



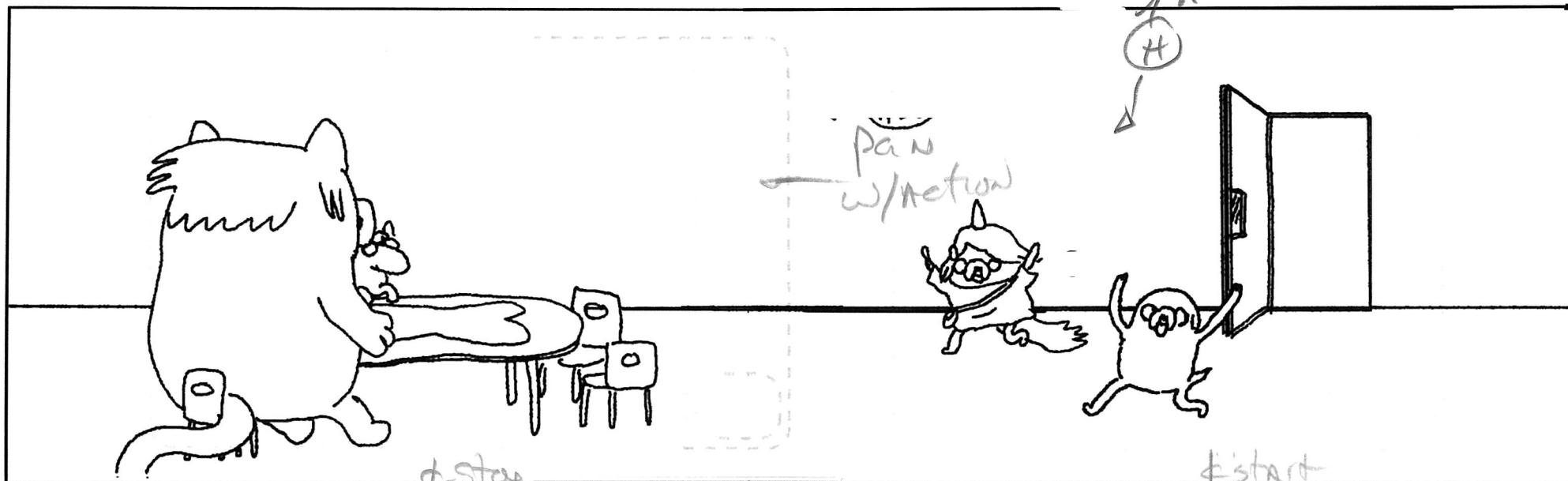
Page 324

Sc. 192

Pnl. 1

Bg.

day night



Dialog:

① BWA BWA BWA BWAAA!
② KA - POW!

Action:

- J+C SIMULATE
EXPLOSION.

Timing:



1034-238

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ADVENTURE TIME



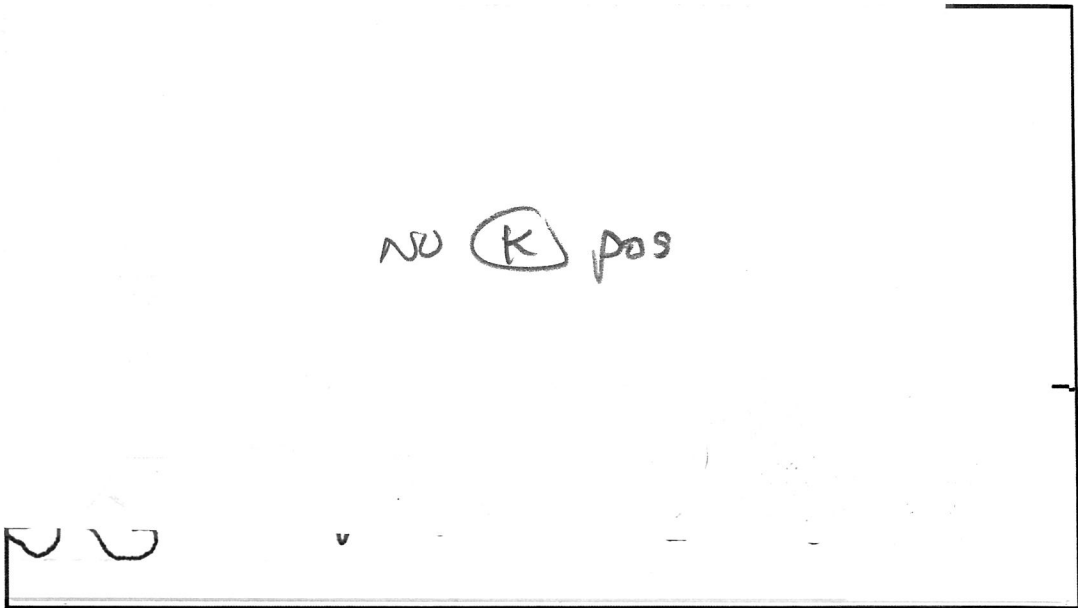
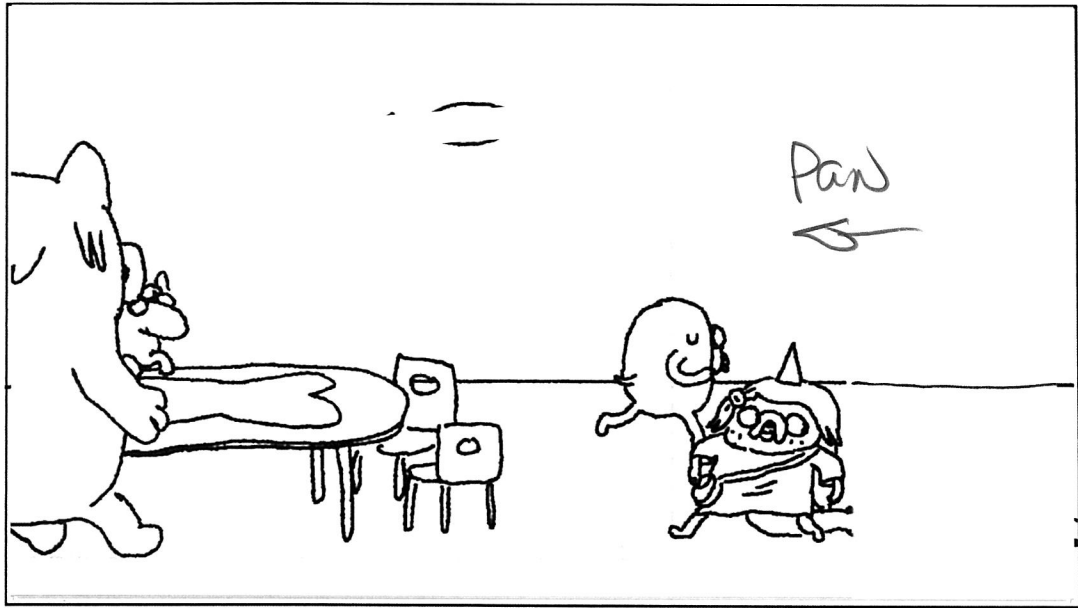
Sc. 192

Pnl. J

Bg.

day night

day night



Dialog:

WHOOO
WHOOOP! WHOOOP! WHOOOP!

Action:

- F+C CIRCLE EACH OTHER.

- J PUMPS FIST.

Timing:

1034-238

EPISODE #

Production :

ADVENTURE TIME



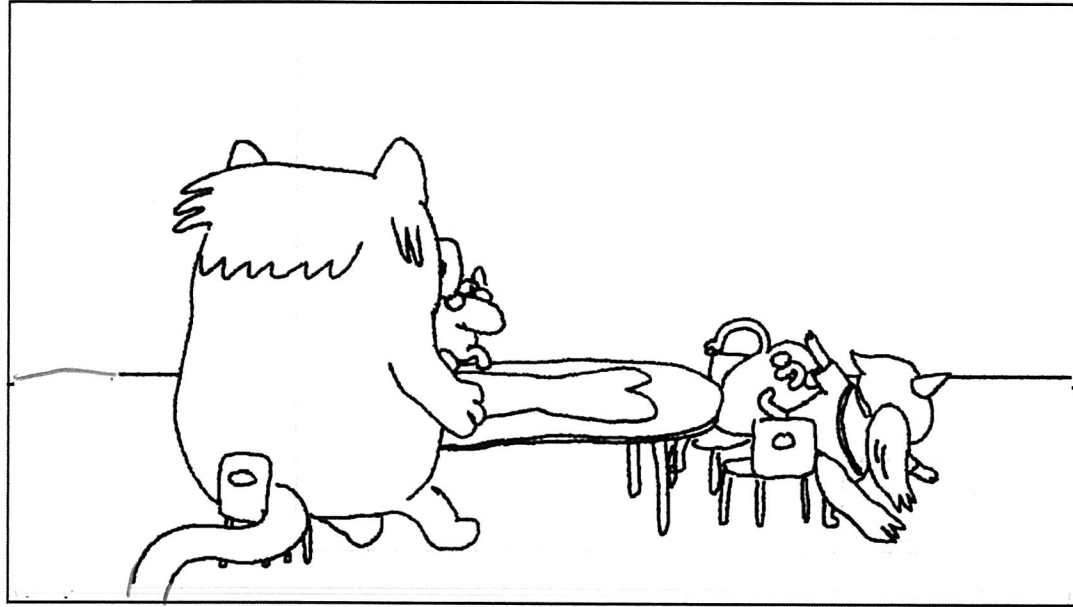
Page 326

Sc. 192

Pnl. L

Bg.

day night

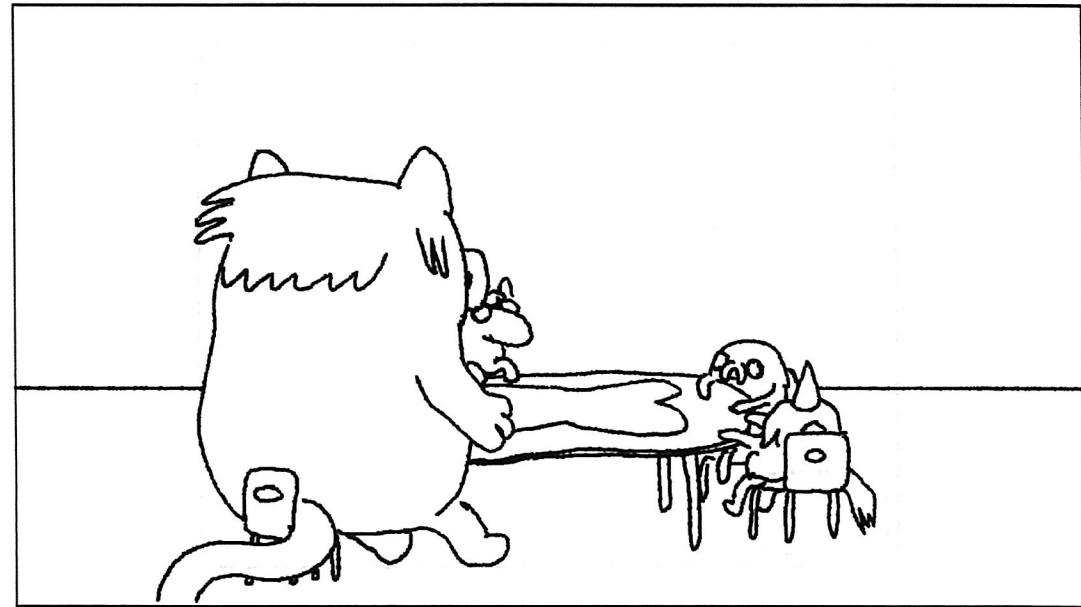


Sc. 192

Pnl. M

Bg.

day night



Dialog:

Action:

- F+C SIT DOWN.

Timing:

EPISODE #

1034-238

Production :

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ADVENTURE TIME



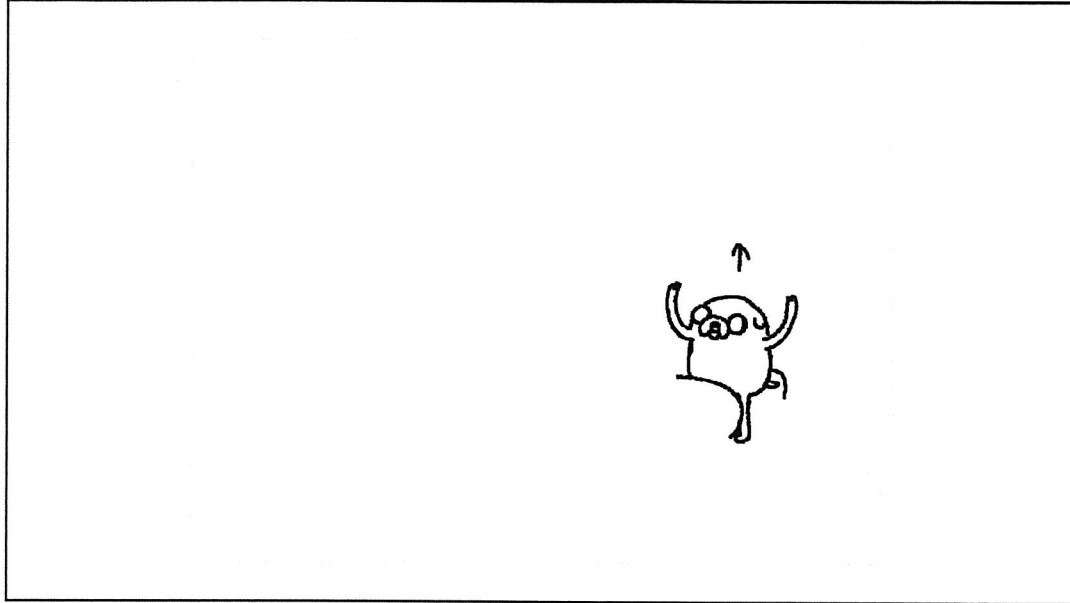
Page 327

Sc. 192

Pnl. *N*

Bg.

day night

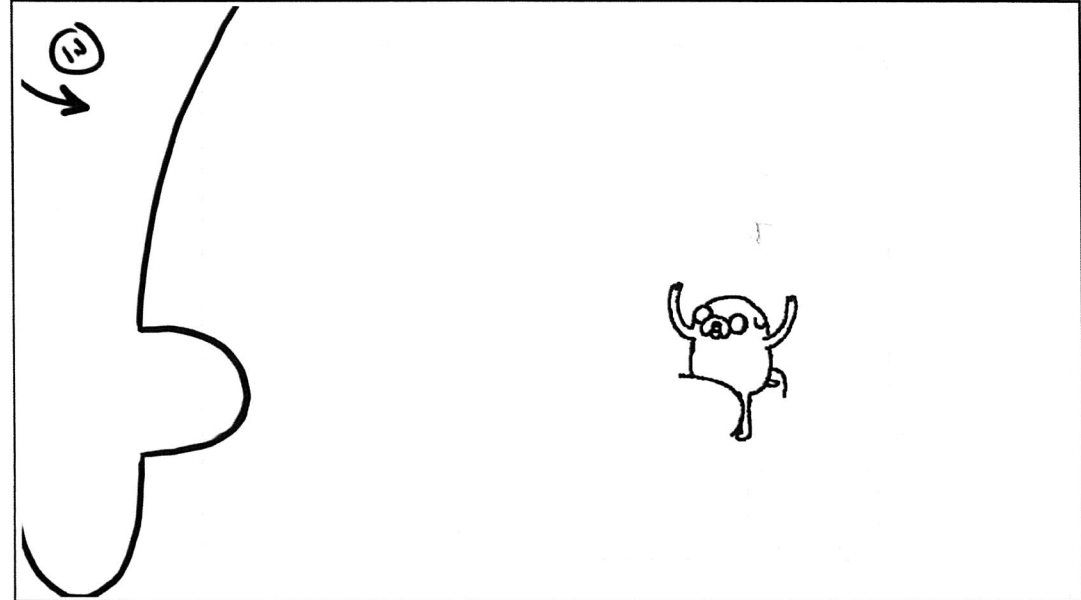


Sc. 192

Pnl. *O*

Bg.

day night



Dialog:

① DIGNIFIED!! LET'S PLAY!

Action:

Timing:

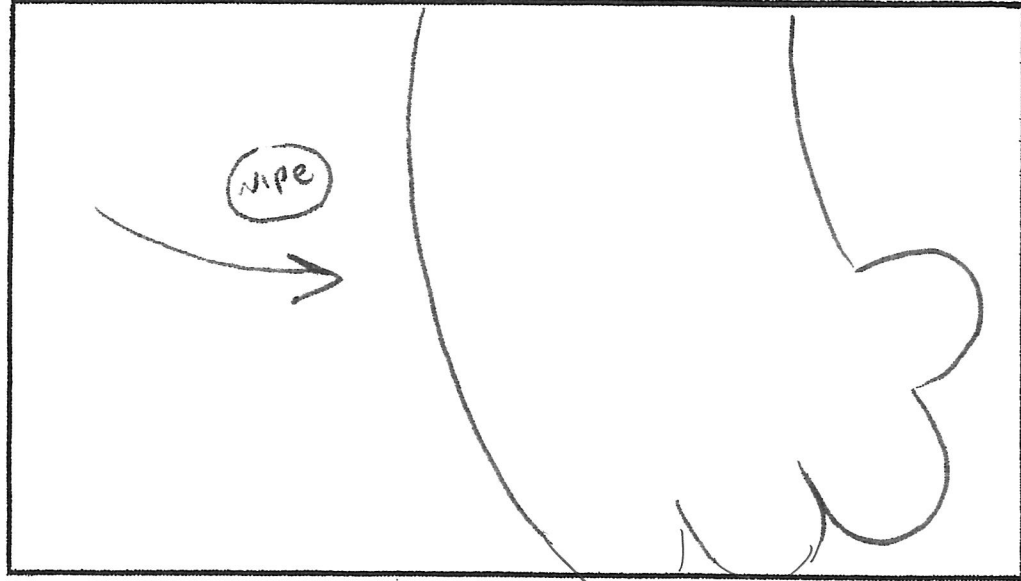
EPISODE #

1034-238

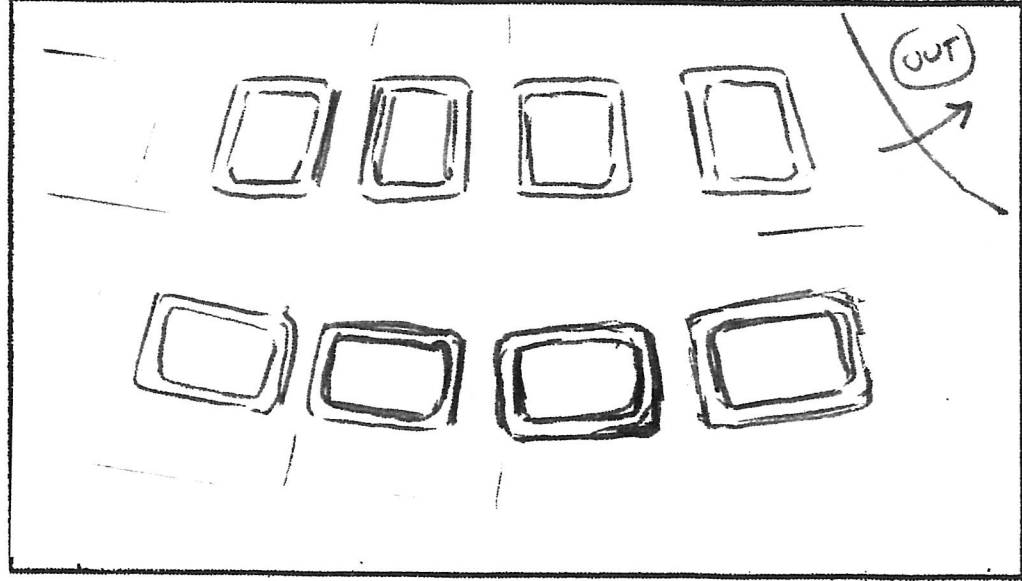
Production :



Sc. 192 Pnl. P Bg. day night



Sc. 193 Pnl. A Bg. day night



Dialog:
Action: (BEGIN MONTAGE MUSIC)
Timing:

EPISODE #

Production :

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Sc. 194

Pnl. A

Bg.

day night

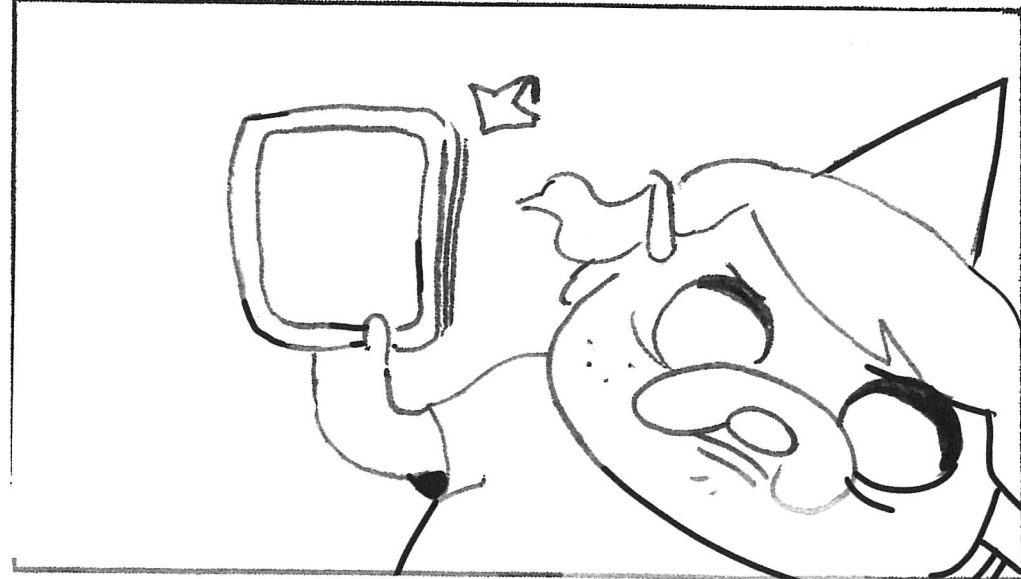


Sc. 194

Pnl. B

Bg.

day night



Page 327 B

Dialog:
Action:
Timing:

EPISODE #

Production :

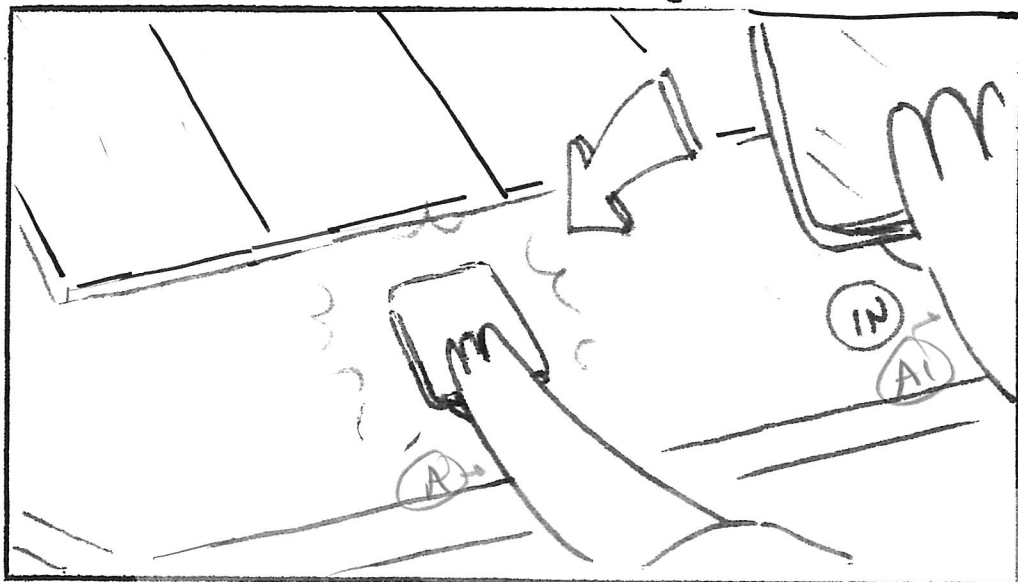


Sc. 195

Int. A

Bg.

day night



Sc. 195

Int. B

Bg.

day night



Dialog:

Action:

(SLAM)

Timing:

EPISODE #

Production :

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Sc. 196

Pnl. A

Bg.

day night



Sc. 196

Pnl. B

Bg.

day night



Dialog:
SEX (RUMBLING)
Action:
Timing:

EPISODE #

Production :

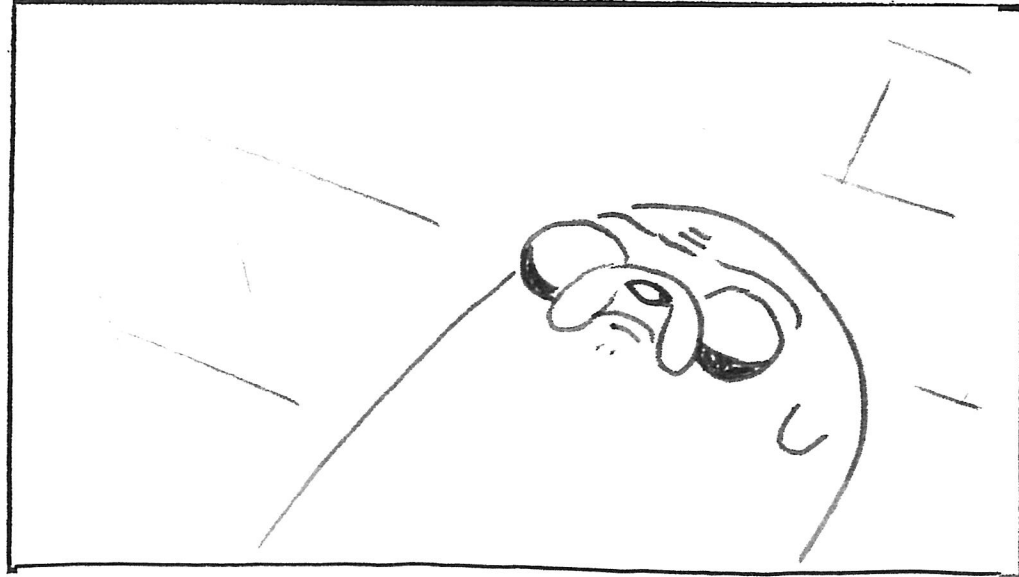


Sc. 197

Pnl. A

Bg.

day night

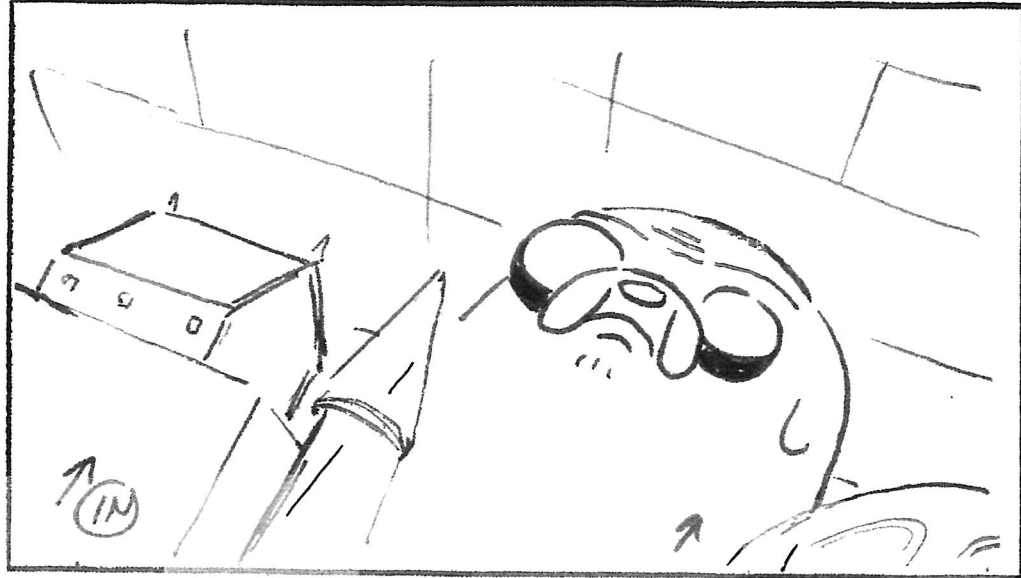


Sc. 197

Pnl. B

Bg.

day night



EPISODE #

Production :

Dialog:

Action:

(RUMBLING)

Timing:

Look This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes and may not be sold or transferred.



Sc 198

Pnl. A

Bd.

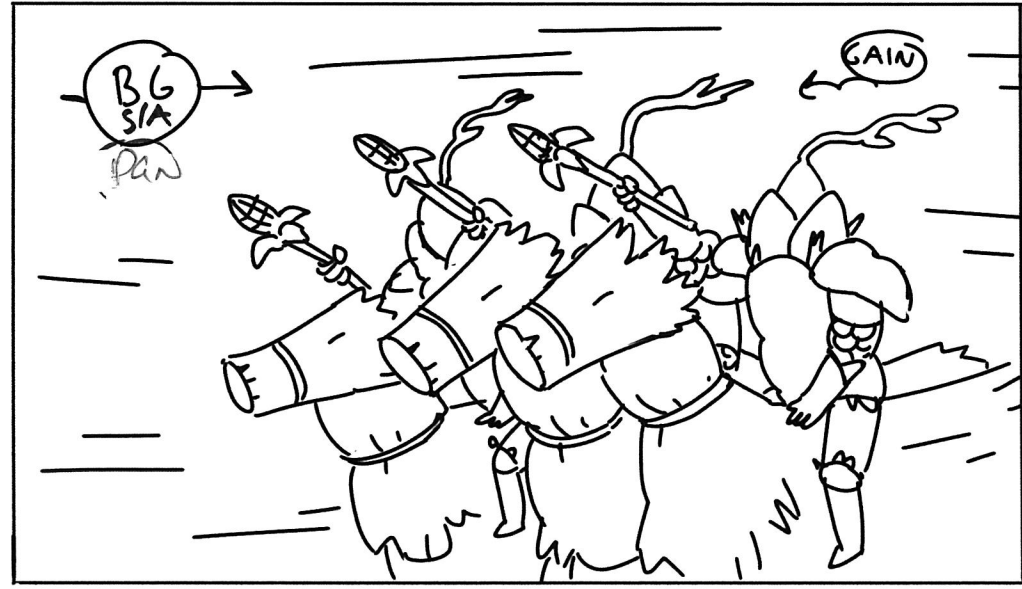
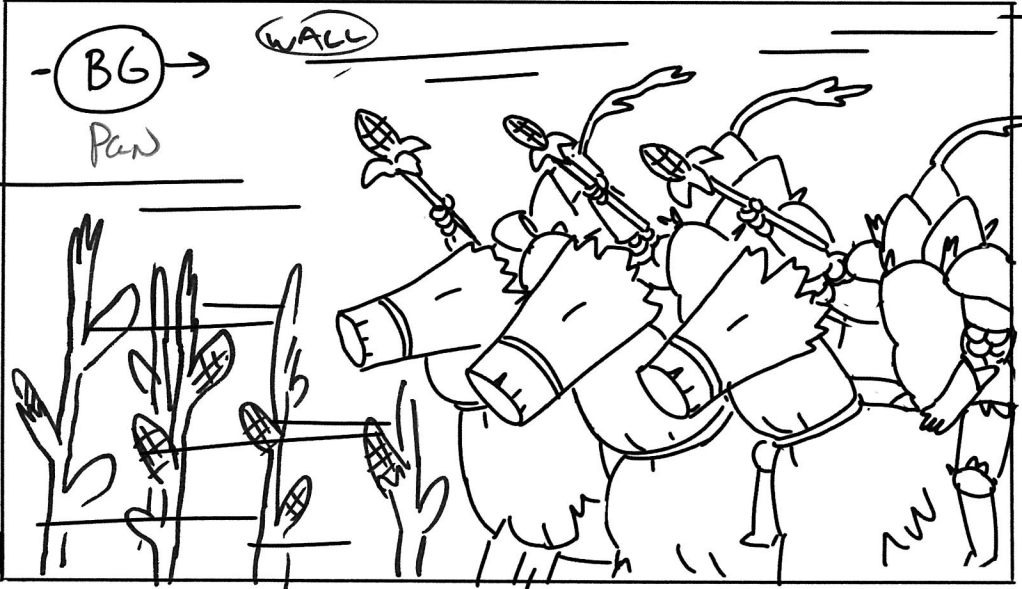
day night

Sc. 198

Pnl. B

Bg.

Page 321 f
day night



Dialog:

Action:

Timing:

(HUSKER KNIGHTS)

EPISODE #

Production :



Sc. 199

Int. A

Ed.

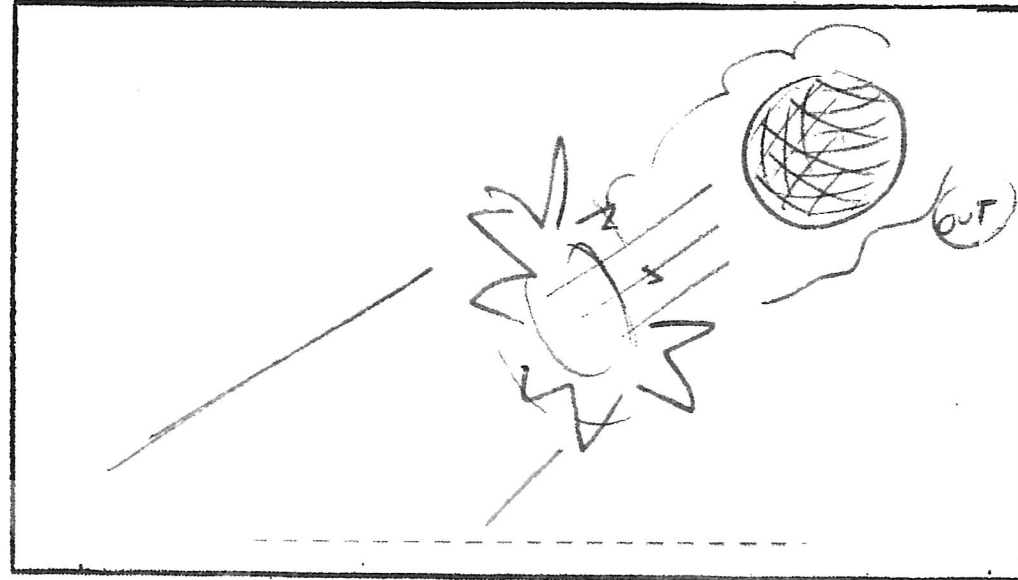
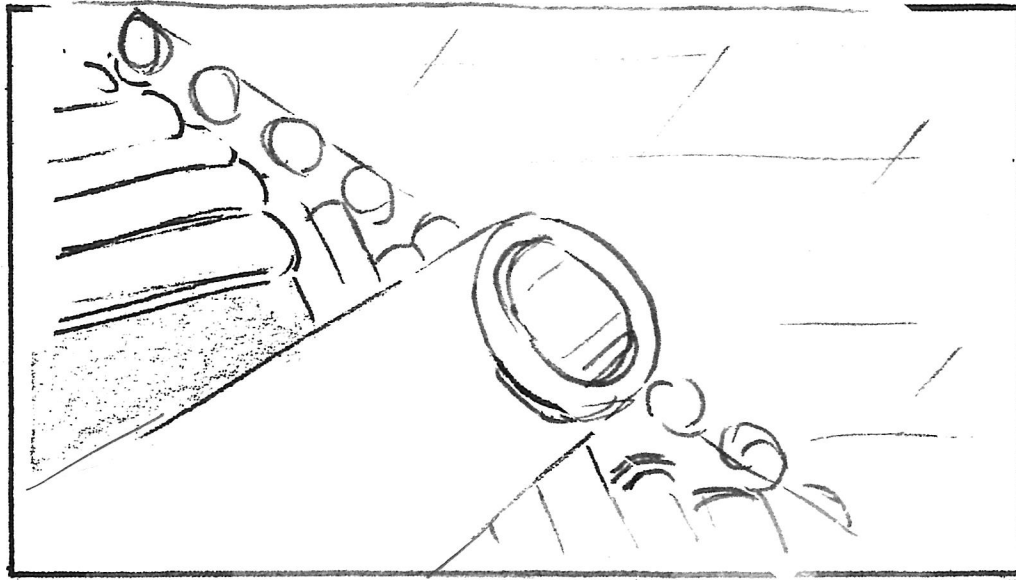
day night

Sc. 199

Int. B

Bg.

day night



Dialog:

Action:

(SFX CANNON BALL)

Timing:

EPISODE #

Production :

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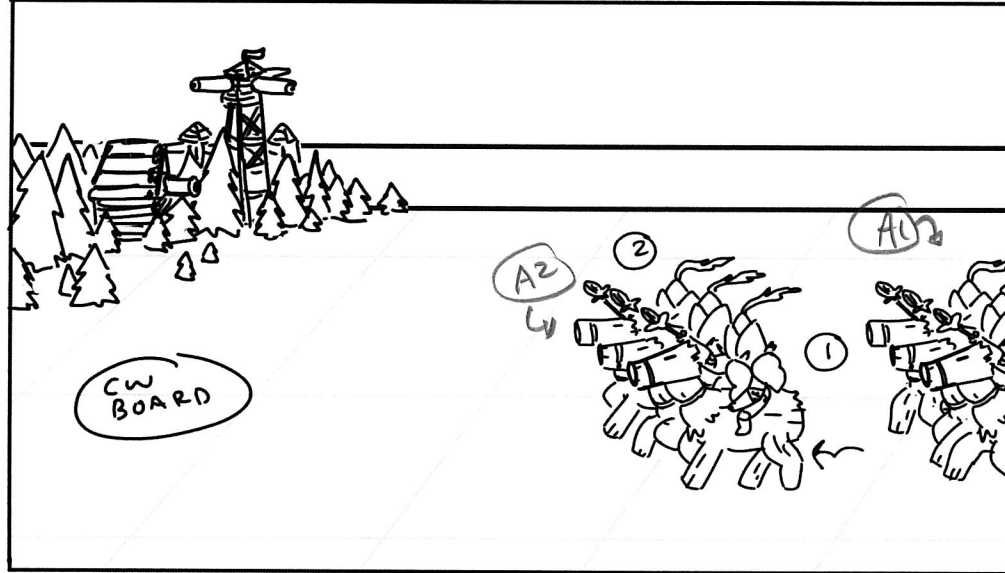


Sc. 200

Pnl. A

Bg.

day night

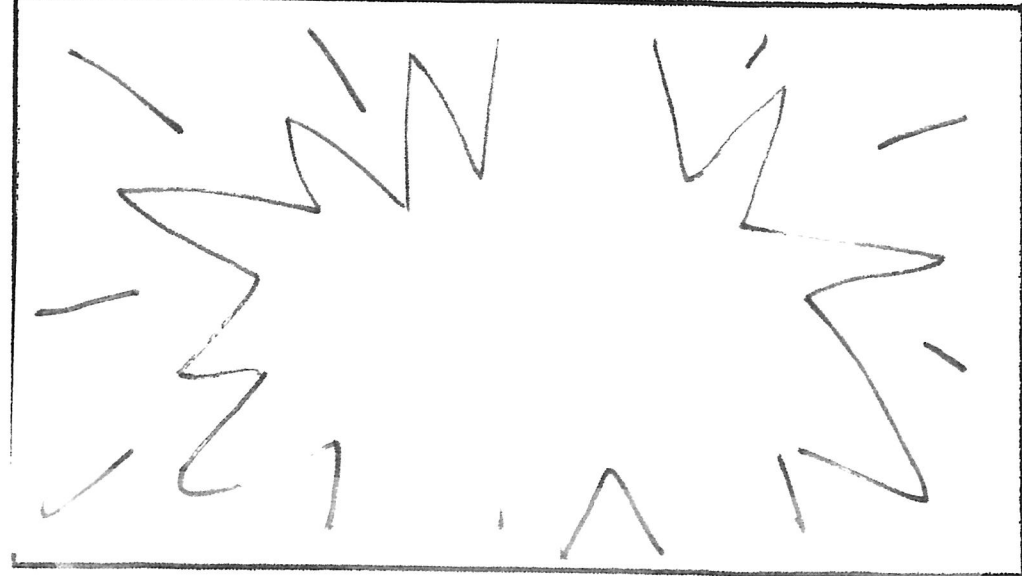


Sc. 200

Pnl. B

Bg.

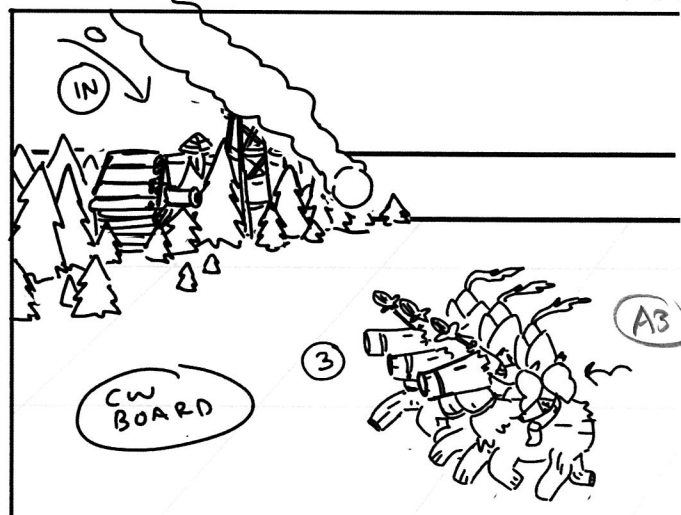
day night



Dialo

Actio

Time



(BOOM)

EPISODE #

Production :



Sc. 201

Pnl. A

Bg.

day night

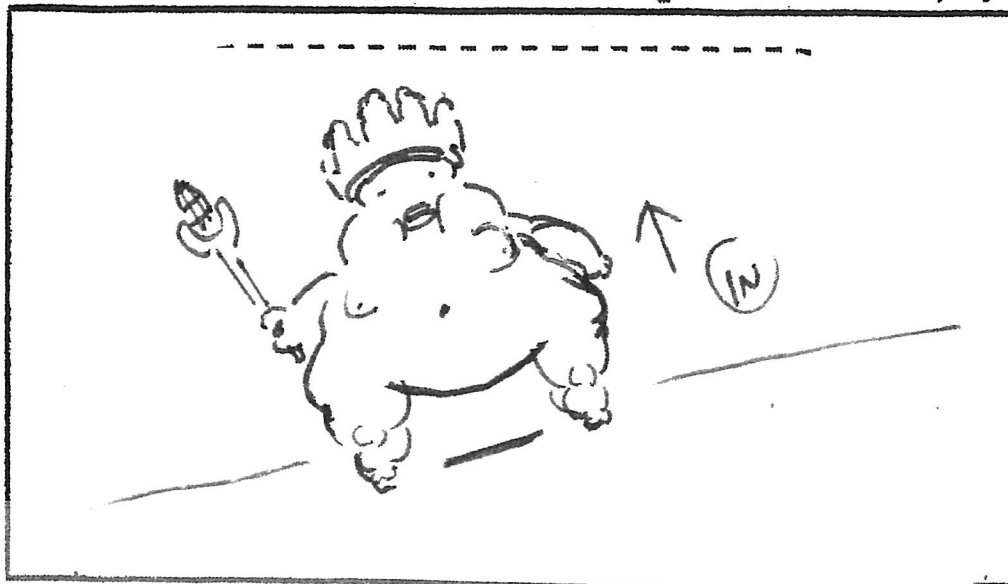


Sc. 201

Pnl. B

Bg.

day night



Dialog:



(CROSSFADE)

Action:

(BABY: FORMS UP.)

Timing:



EPISODE #

Production :

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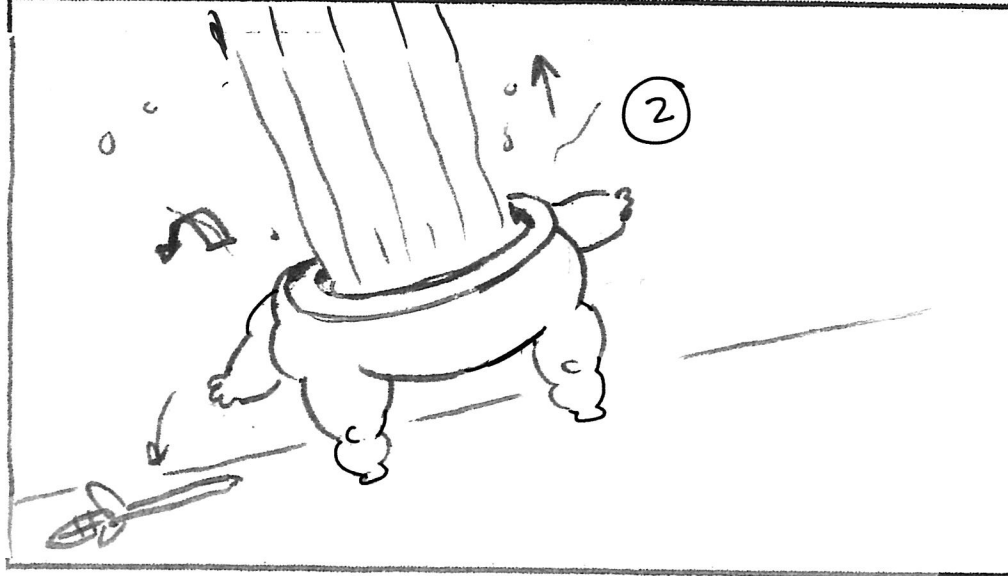


Sc. 201

Pnl. C

Bg.

day night

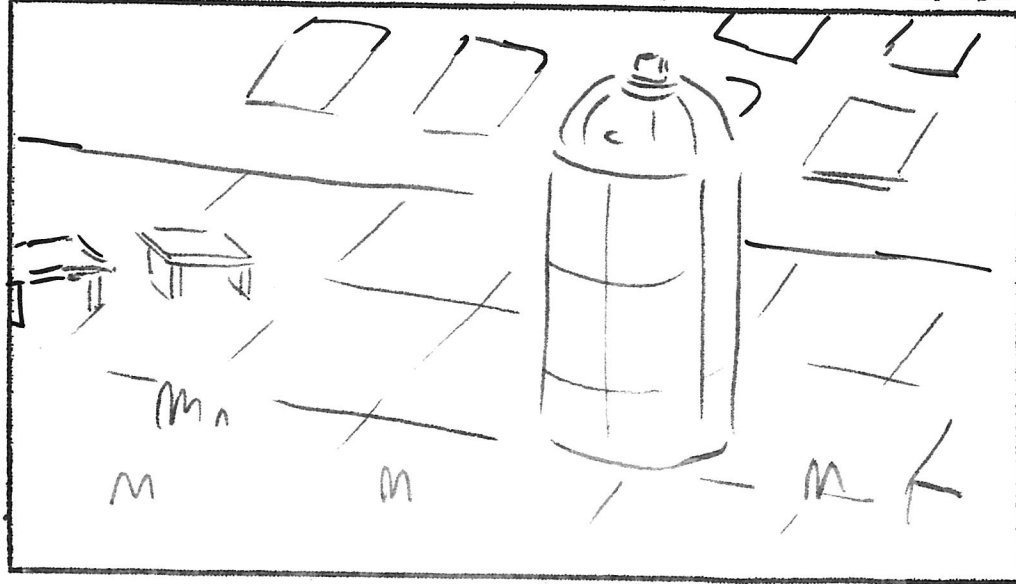


Sc. 202

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:



EPISODE #

Production :

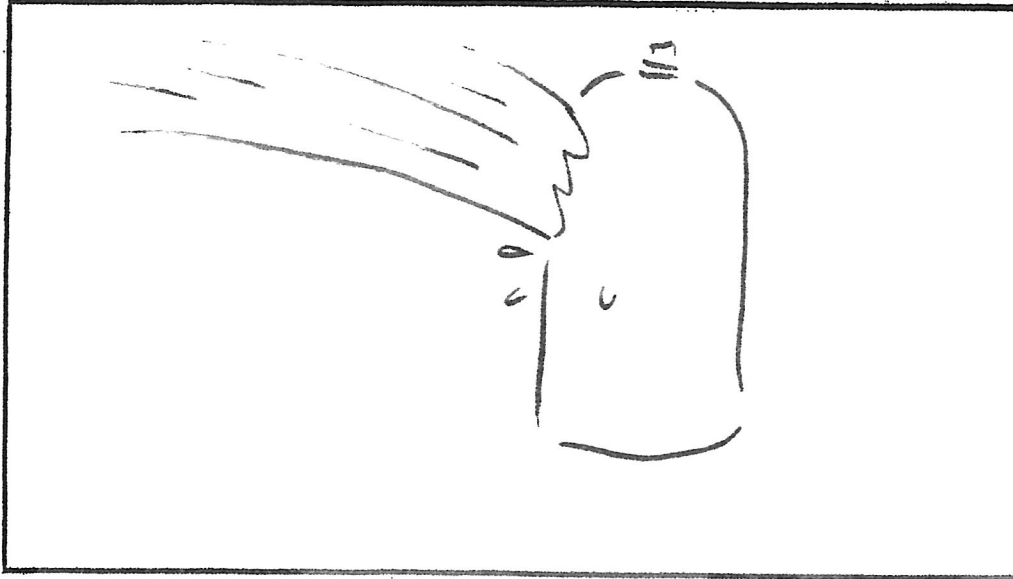


Sc. 202

Pnl. B

Bg.

day night

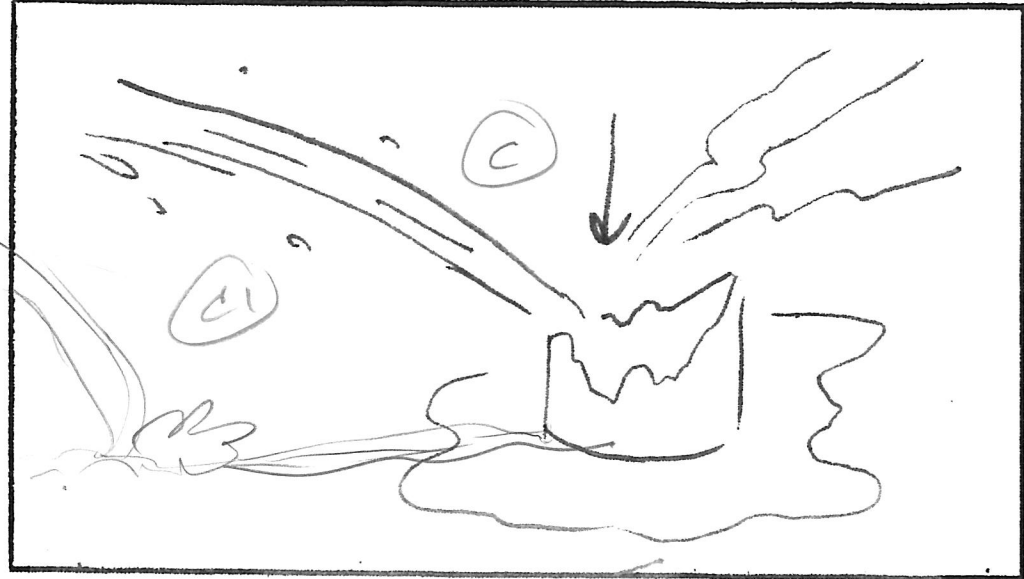


Sc. 202

Pnl. C

Bg.

day night



Dialog:

Action:

(SFX MELTING / STEAM)

Timing:

(C2)

EPISODE #

Production :

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Sc. Pnl. Bg. day night Sc. 202 Pnl. D Bg. day night

ZIP
pan

Dialog:

Action:

Timing:

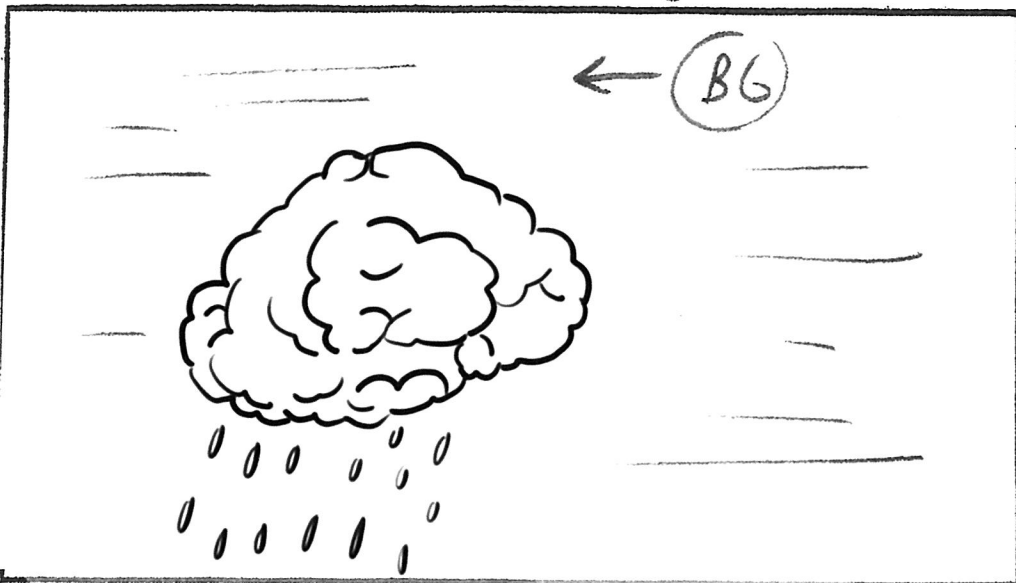
EPISODE #

Production :

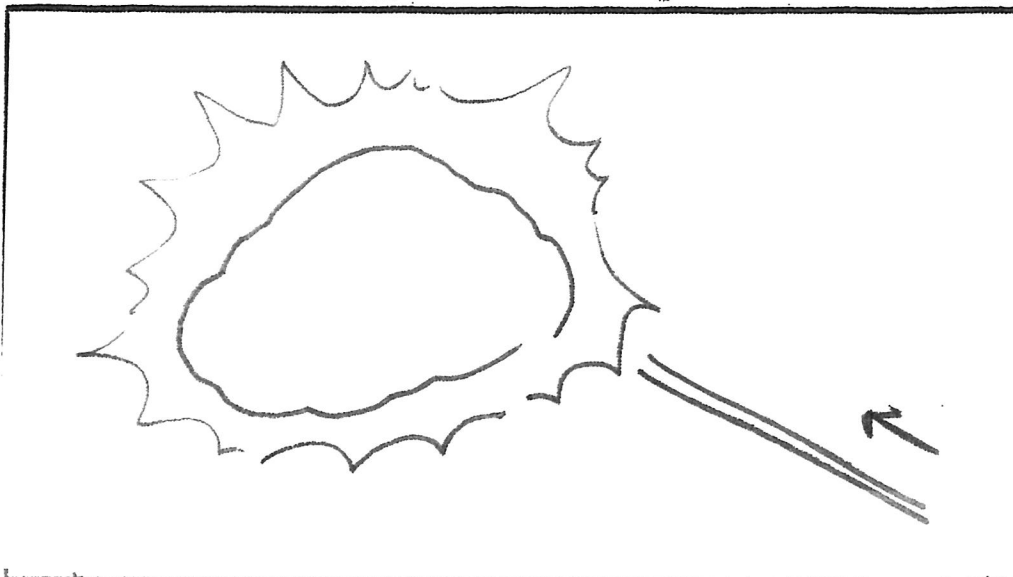


Page 327 M

Sc. 202 Pnl. E Bg. day night



Sc. 202 Pnl. F Bg. day night



Dialog:

Action:

(ZAP)

Timing:

1034-238

EPISODE #

Production :

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NO SC 203

Page 327 N

Sc. 202 Pnl. 6 Bg.

day night

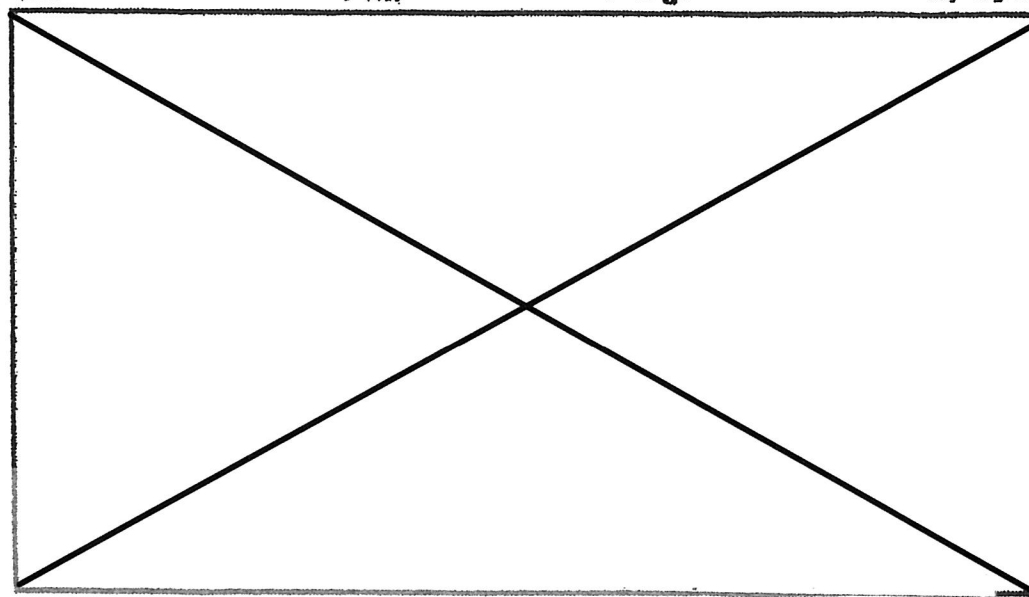


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

(BOOM)

Timing:

1034-238

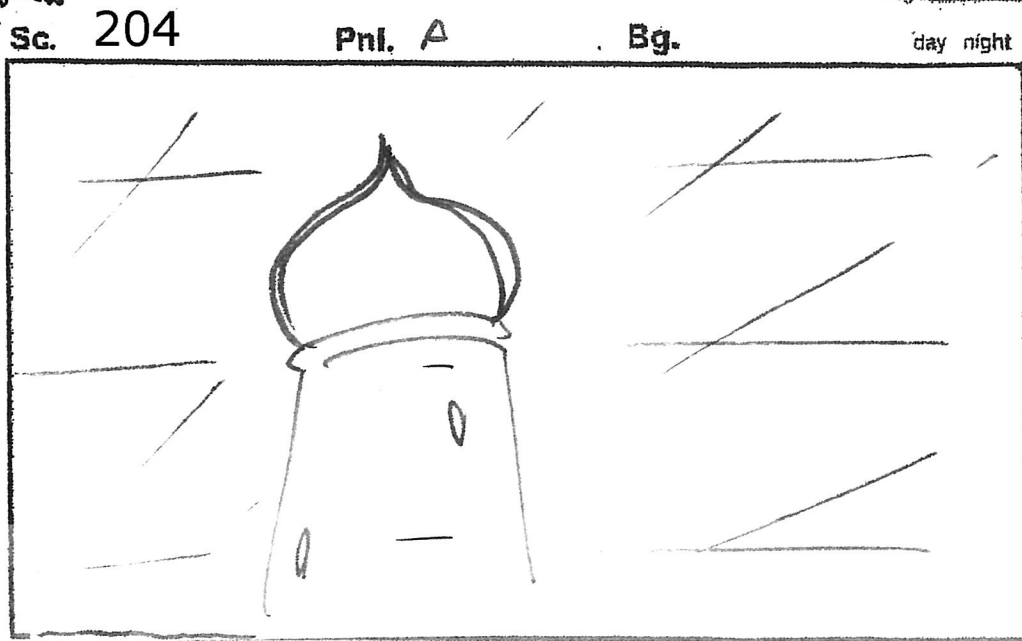
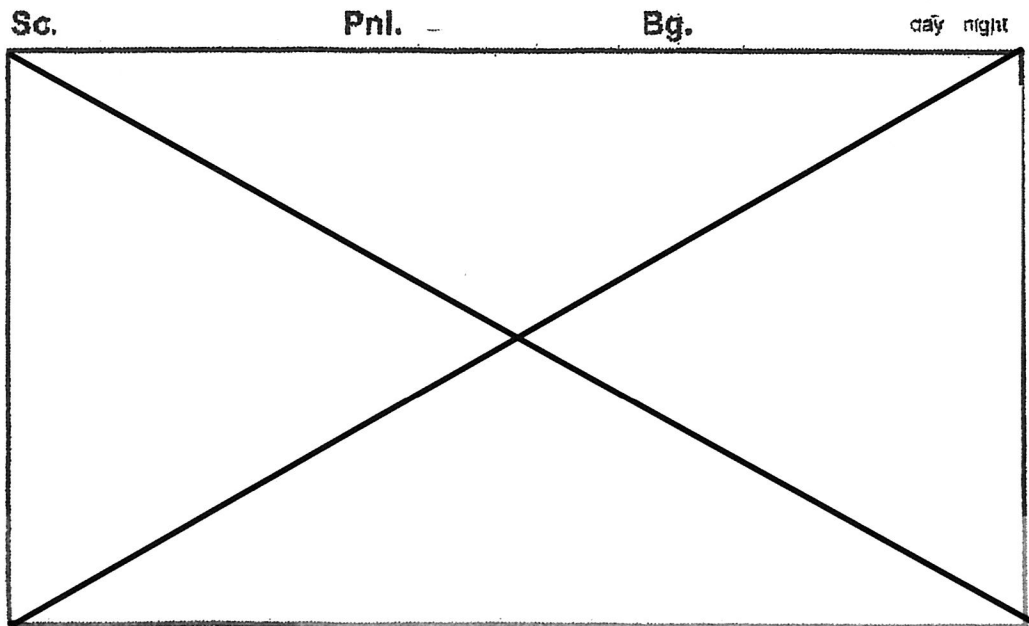
EPISODE #

Production :

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NO SC 203



Dialog:
Action:
Timing:

EPISODE # 1034-238

Production :



Page 327P

Sc. 204

Int. B

Bg.

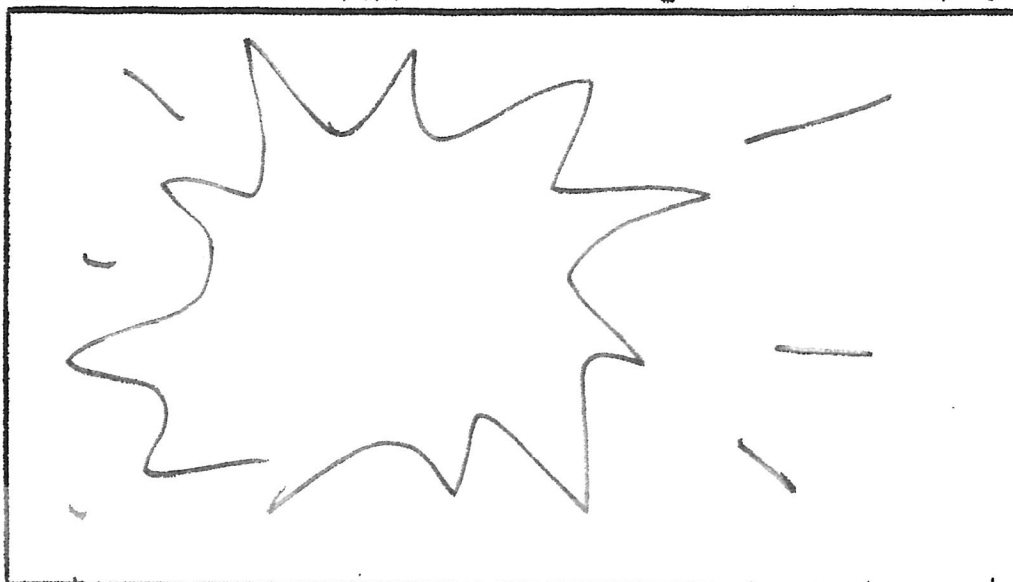
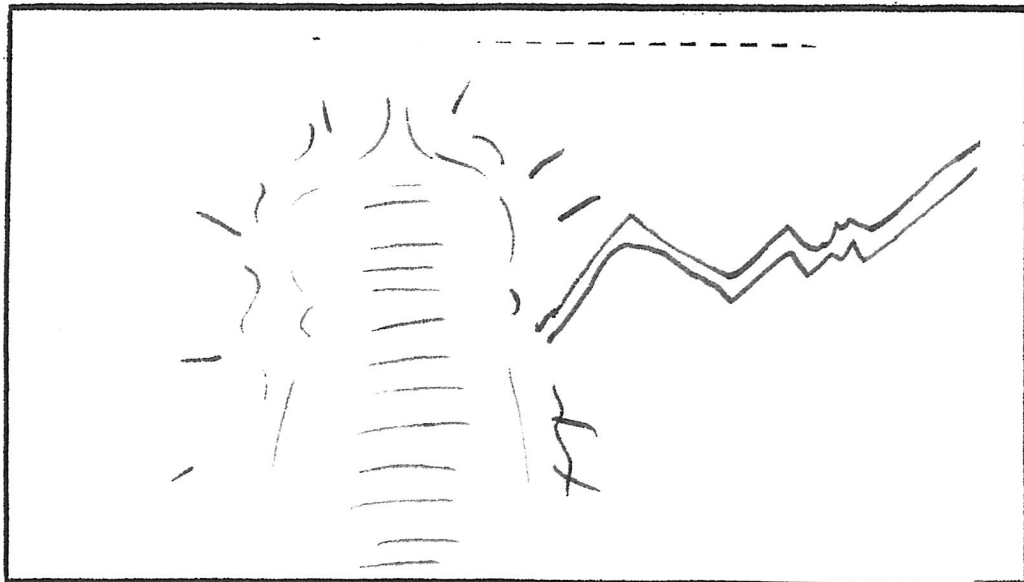
day night

Sc. 204

Int. C

Bg.

day night



Dialog:

Action:

(LIGHTNING)

(BOOM!)

Timing:

EPISODE # 1034-238

Production :



Page 327 Q

Sc.

Pnl.

Bg.

day night

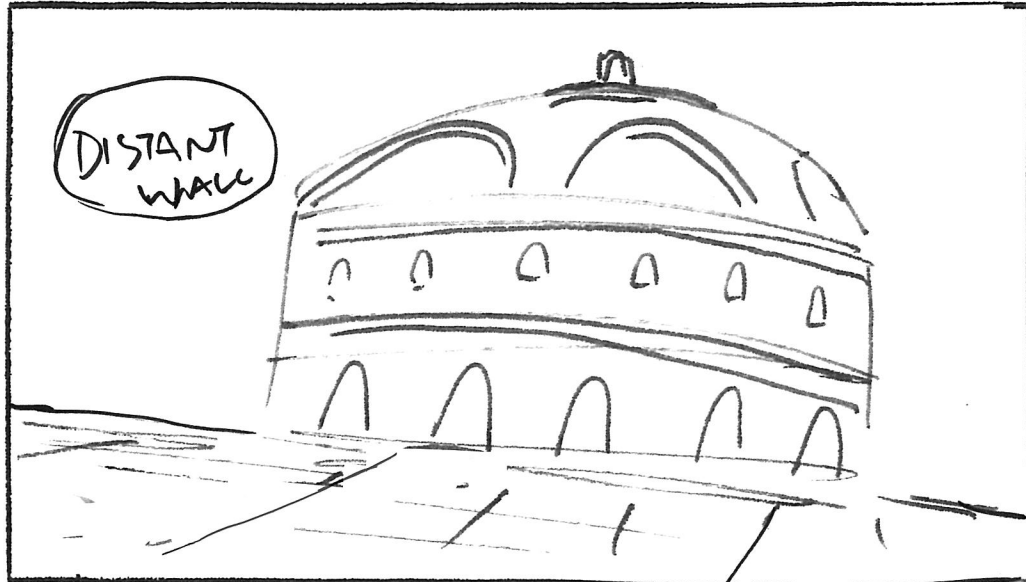
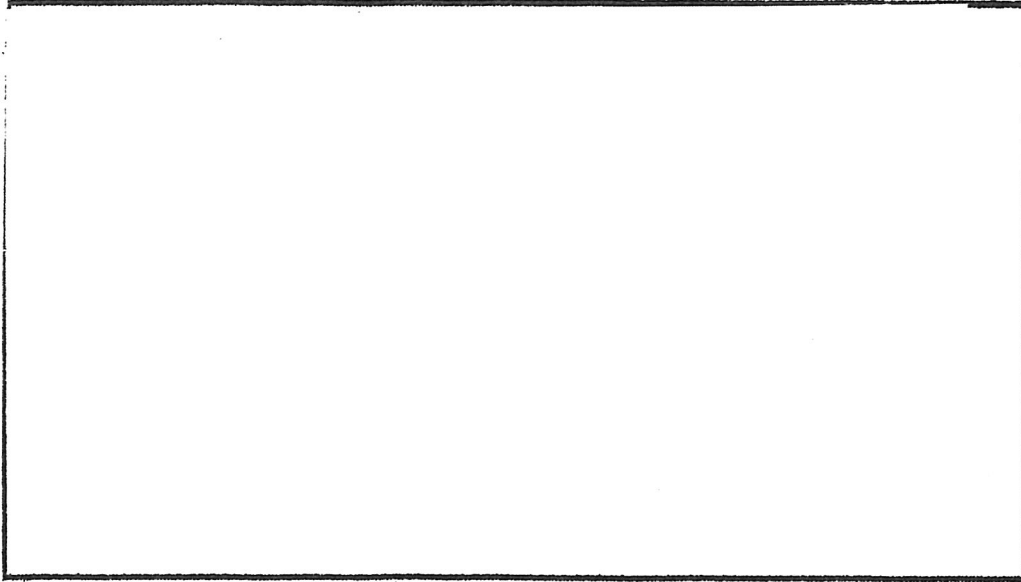
Sc.

205

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1034-238

Production :

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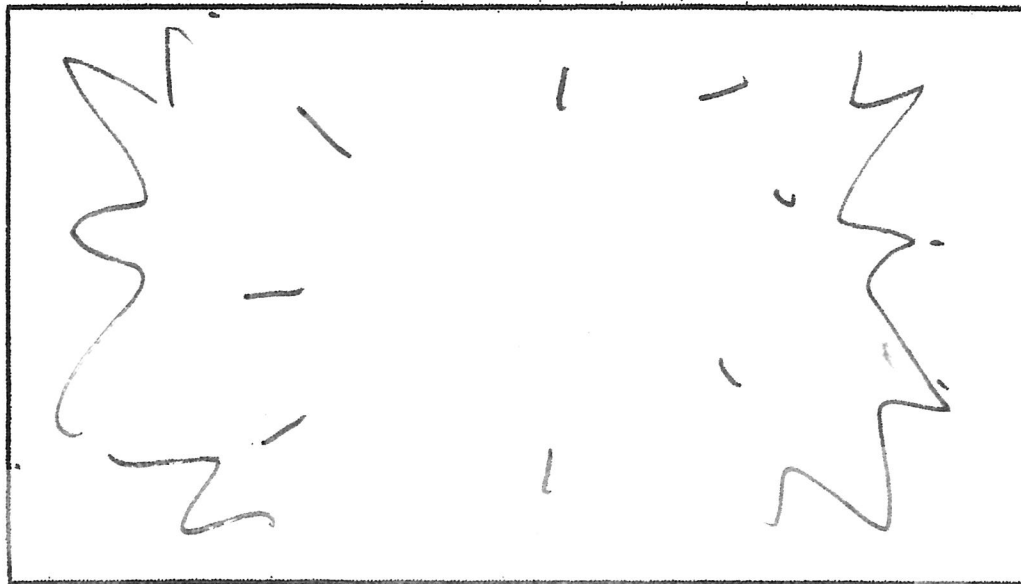


Sc. 205

Int. B

Bg.

day night

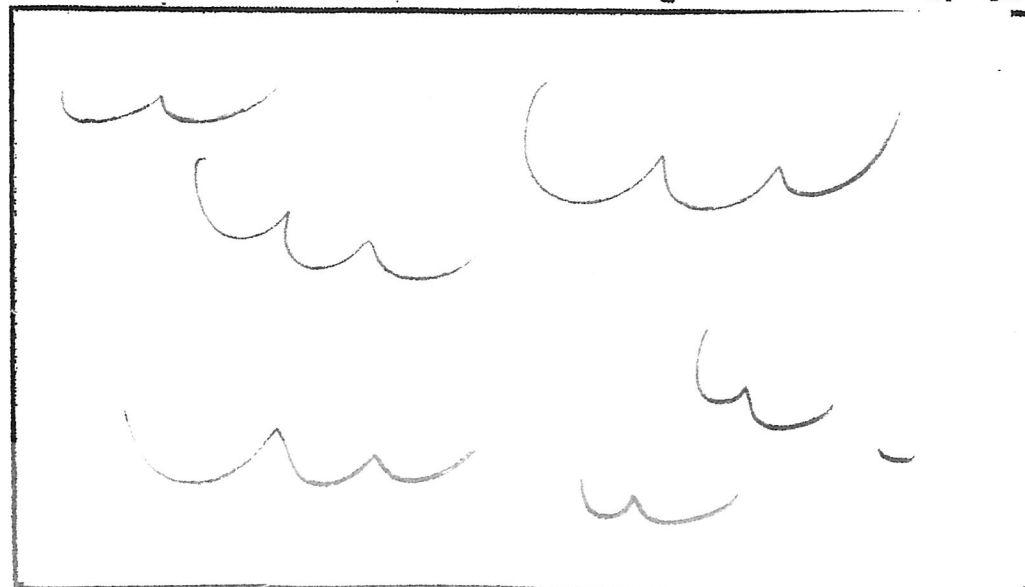


Sc. 205

Int. C

Bg.

day night



Dialog:

Action:

(BOOM)

Timing:

EPISODE # 1034-238

Production :

ADVENTURE TIME



Sc. 206

Pnl. A

Bg.

day night

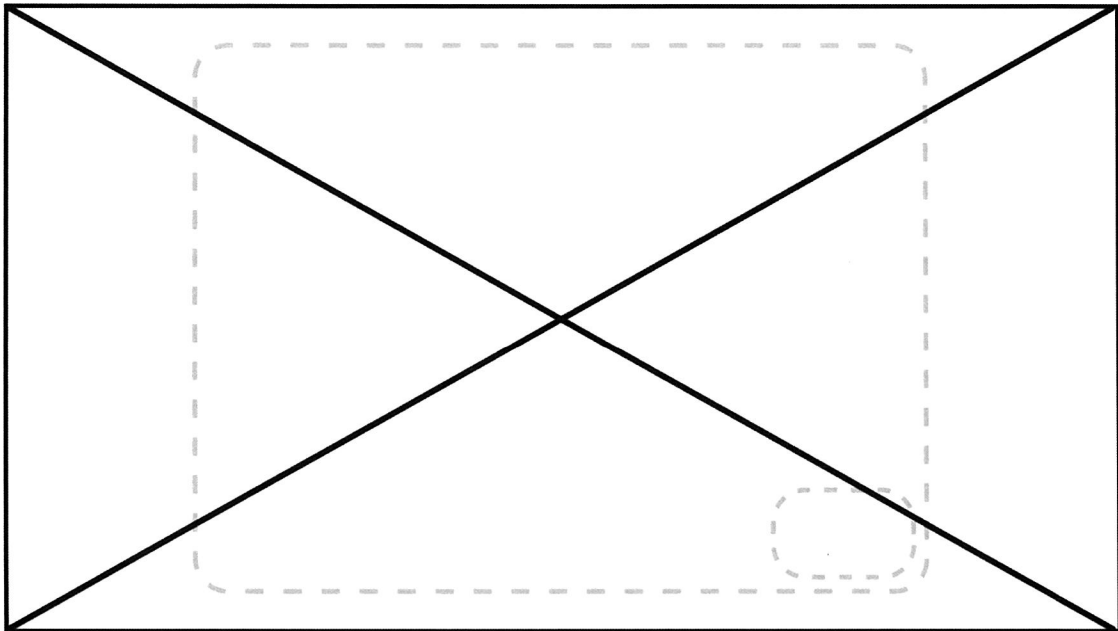


Sc.

Pnl.

Bg.

day night



Dialog:	
Action:	
Timing:	

EPISODE # 1034-238

Production:

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ADVENTURE TIME

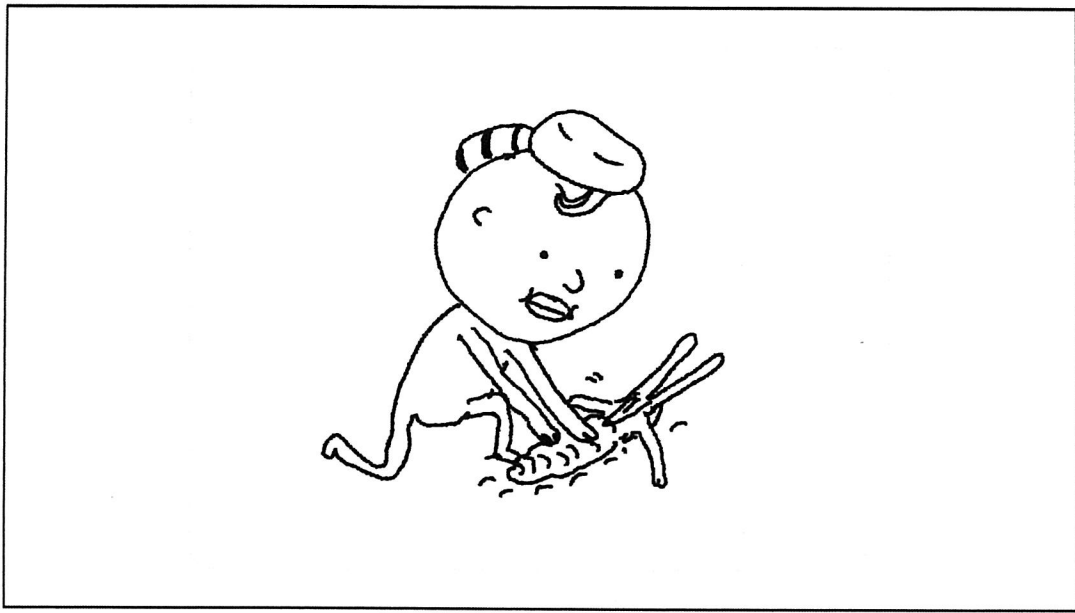


Sc. 206

Pnl. B

Bg.

day night

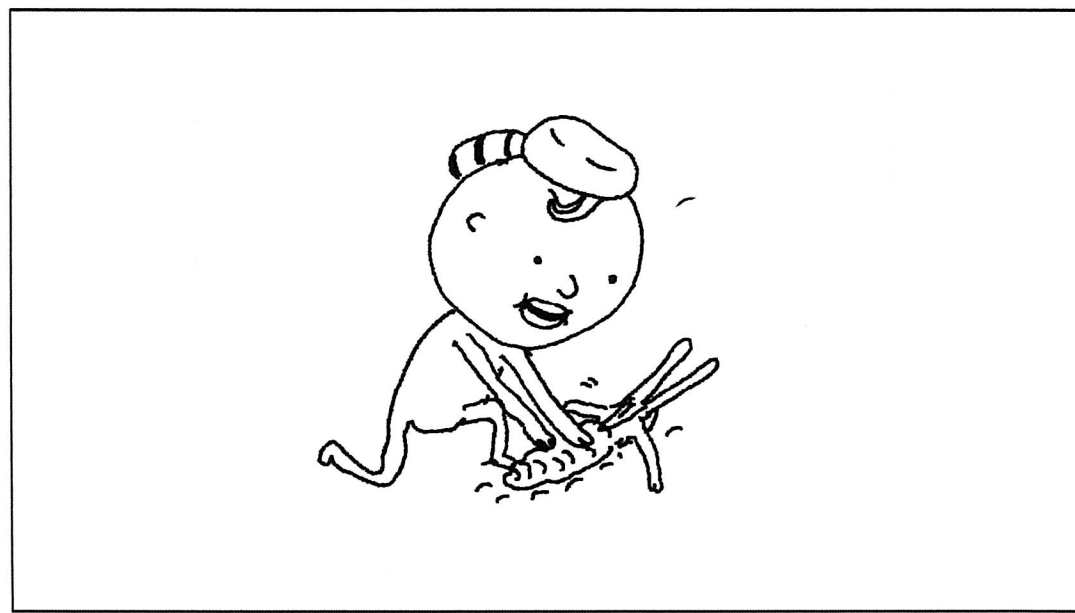


Sc. 206

Pnl. C

Bg.

day night



Dialog:

B.H.

YEA H !

Action:

~ BIG HEADS press corn Husk. FACE IN DIRT

Timing:

cl

EPISODE # 1034-238

Production :

ADVENTURE TIME

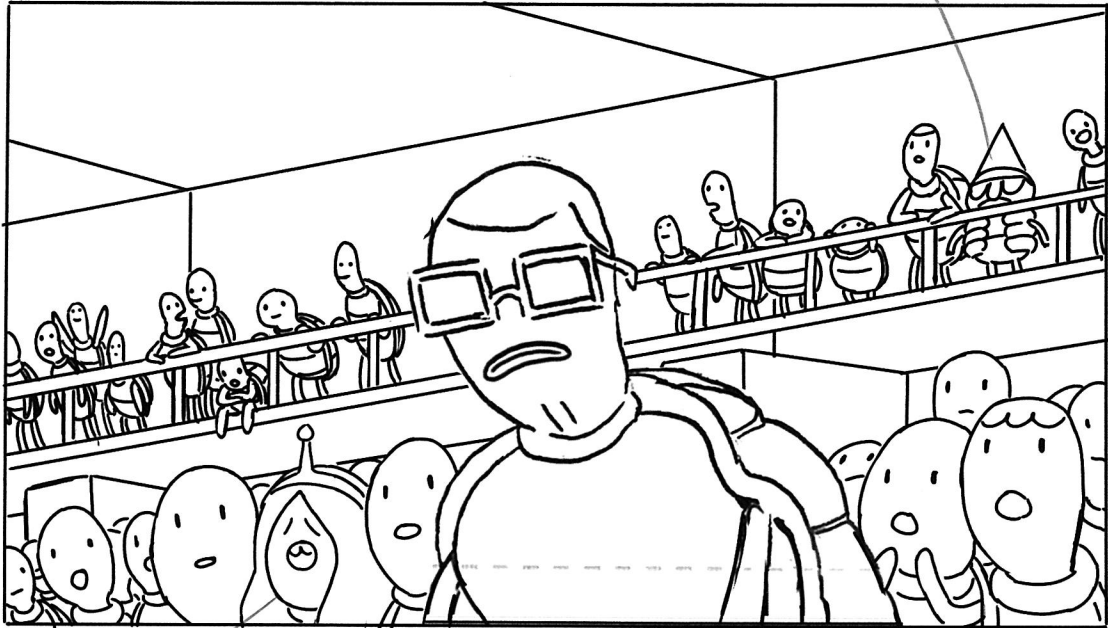


Sc. 207

Pnl. A

Bg.

day night

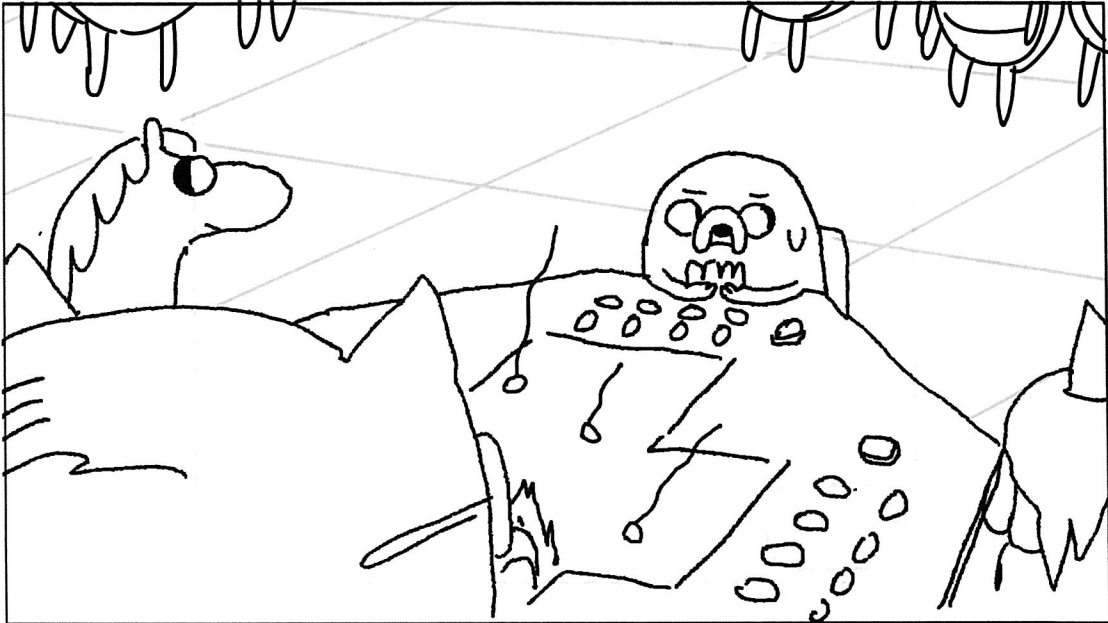


Sc. 208

Pnl. A

Bg.

day night



Dialog:

TURTLE P TA/ WINNERS, GRAND PRIX AND MONIKER DES LOUISE!

Action:

- JAKE + CHARLIE'S SIDE IS DESTROYED.
- SMOKING RUINS.

- EVERYONE LOOKS AT JAKE.

Timing:

(A)



EPISODE #

1034-238

Production :

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ADVENTURE TIME



Sc. 208

Pnl. B

Bg.

day night

Sc. 209

Pnl. A

Bg.

day night

Dialog:	SFX/ [ocean tides crescendo]
Action:	- JAKE SHAKING.
Timing:	

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Production :

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ADVENTURE TIME

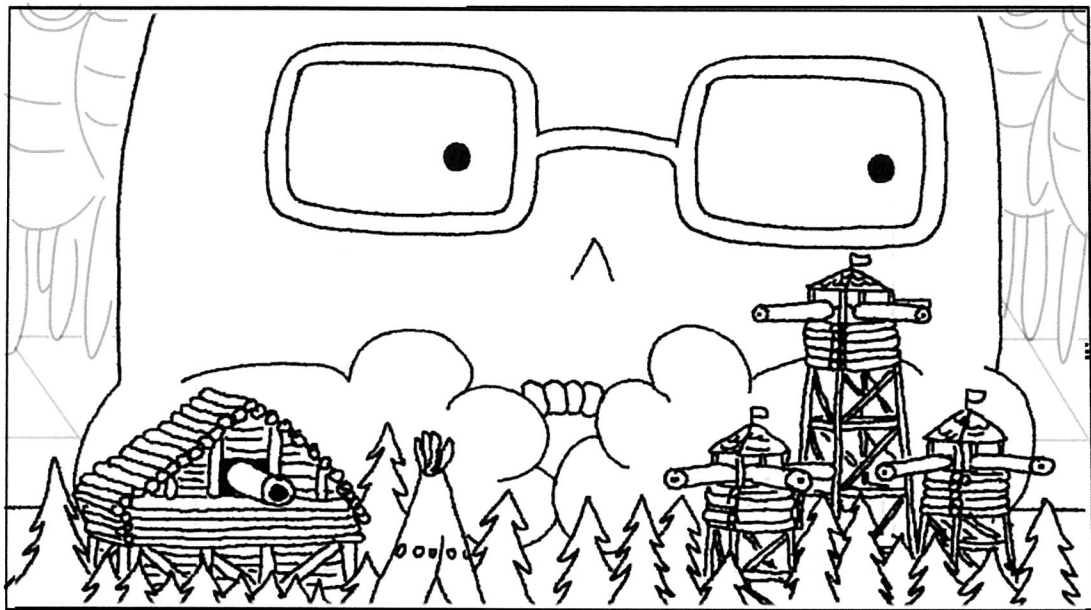


Sc. 210

Pnl. A

Ba.

day night



Dialog:
SFX/ [ocean tides crescendo]
Action:
Timing:

EPISODE # 1034-238

Production :

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ADVENTURE TIME



Next Pg.336

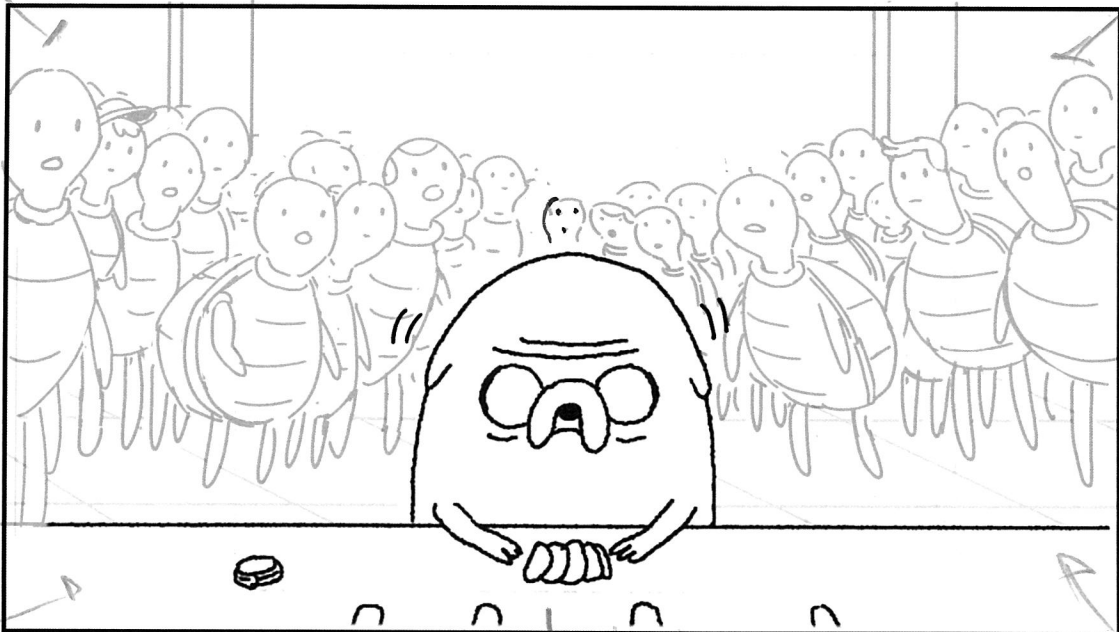
Page 333

Sc. 211

Pnl. A

Bg.

day night

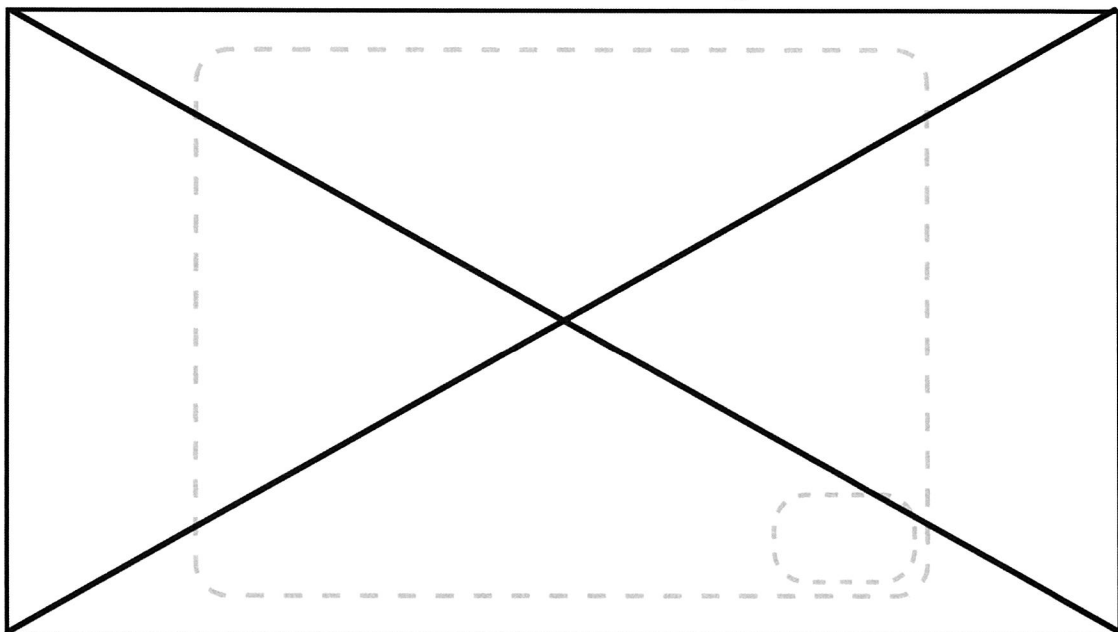


Sc.

Pnl.

Bg.

day night



Dialog:

SFX/ [ocean tides crescendo]

Action:

Timing:

EPISODE # 1034-238

Production:

ADVENTURE TIME



Prev. Pg333

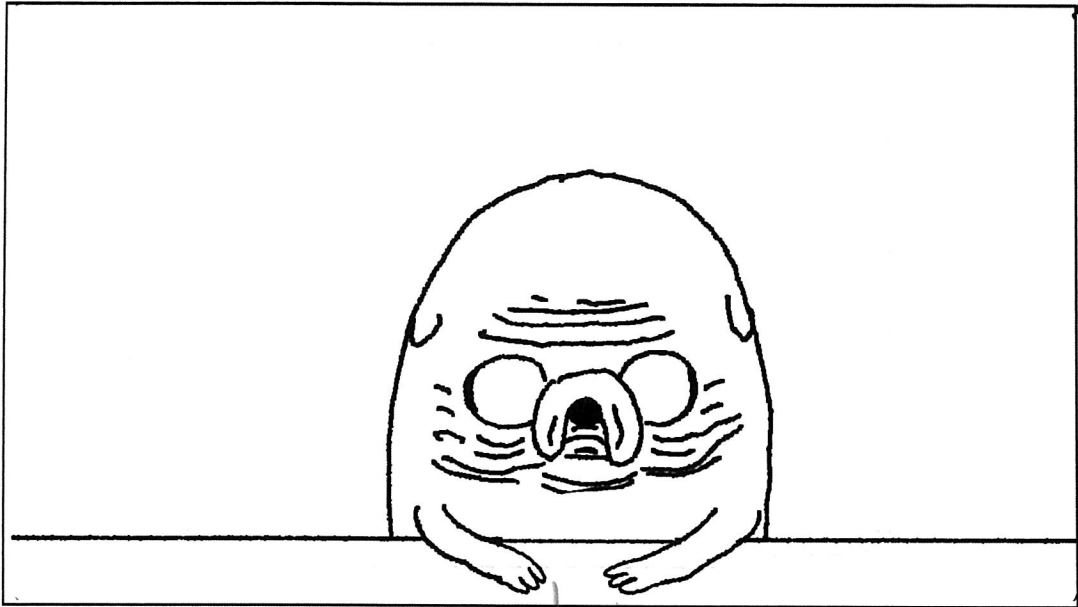
Page 336

Sc. 211

Pnl. B

Bg.

day night



stop

Dialog:

Action:

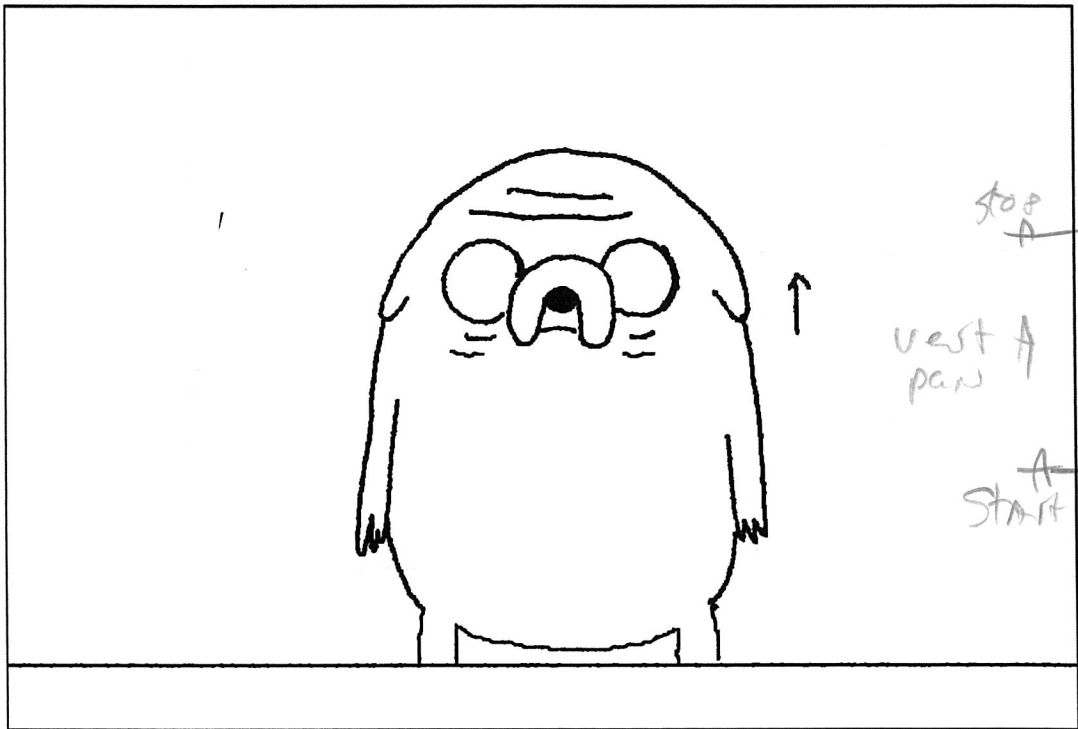
Timing:

Sc. 211

Pnl. C

Bg.

day night



stop
A
vest A
pan

Start
A

-J, STANDS UP.

-ADJ. W/ ACTION.

EPISODE #

1034-238

Production :

ADVENTURE TIME

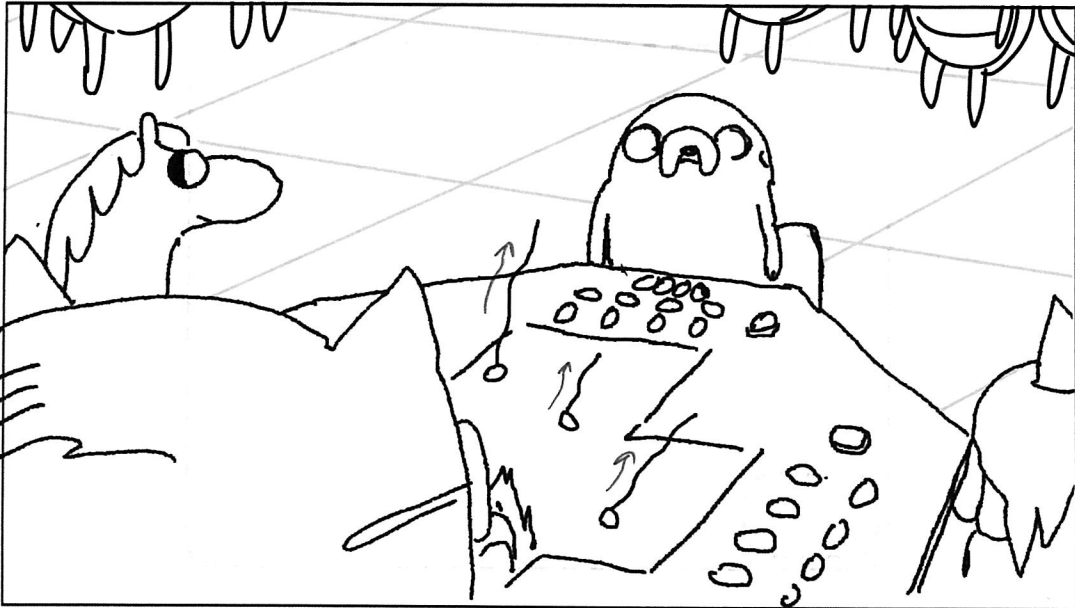


Sc. 212

Pnl. A

Bg.

day night

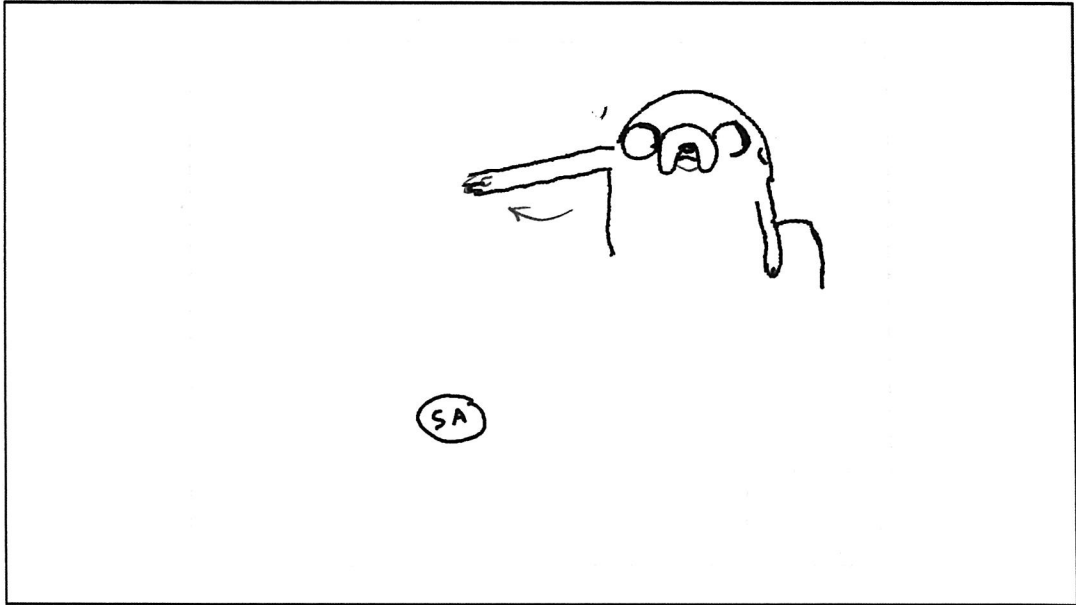


Sc. 212

Pnl. B

Bg.

day night



Dialog:

① GOOD GAME, GRAND PRIX,
MONIKER.

Action:

-J. IS NOT SHAKING.

-J. OFFERS HAND

Timing:



1034-238

EPISODE #

Production :

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ADVENTURE TIME



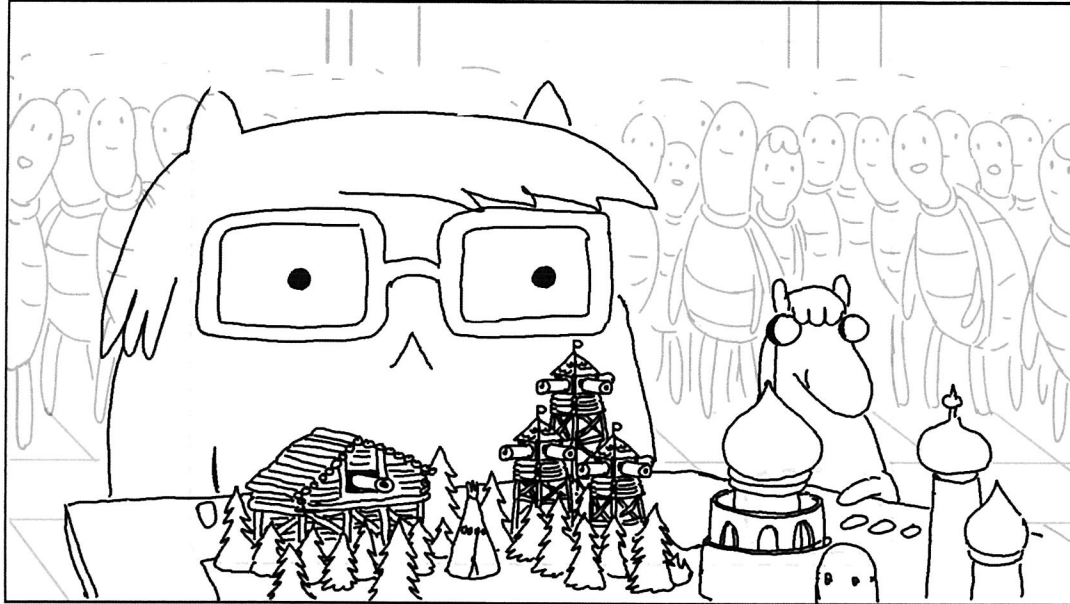
Page 338

Sc. 213

Pnl. A

Bg.

day night

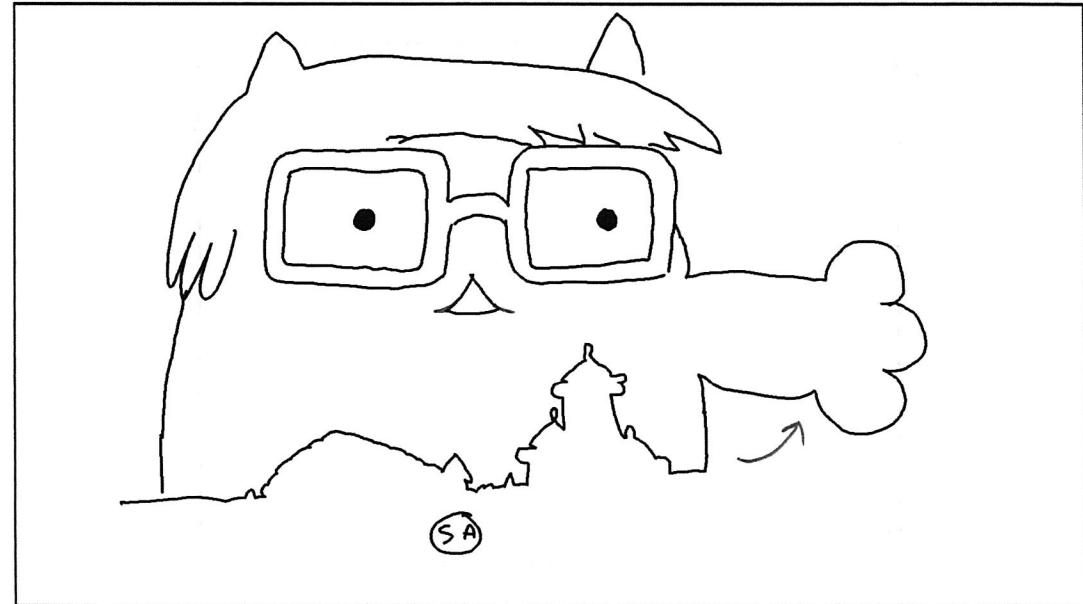


Sc. 213

Pnl. B

Bg.

day night



Dialog:

GP/ Ah , YEAH , THANKS MAN.

Action:

- GP OFFERS HAND.

Timing:

1034-238

EPISODE #

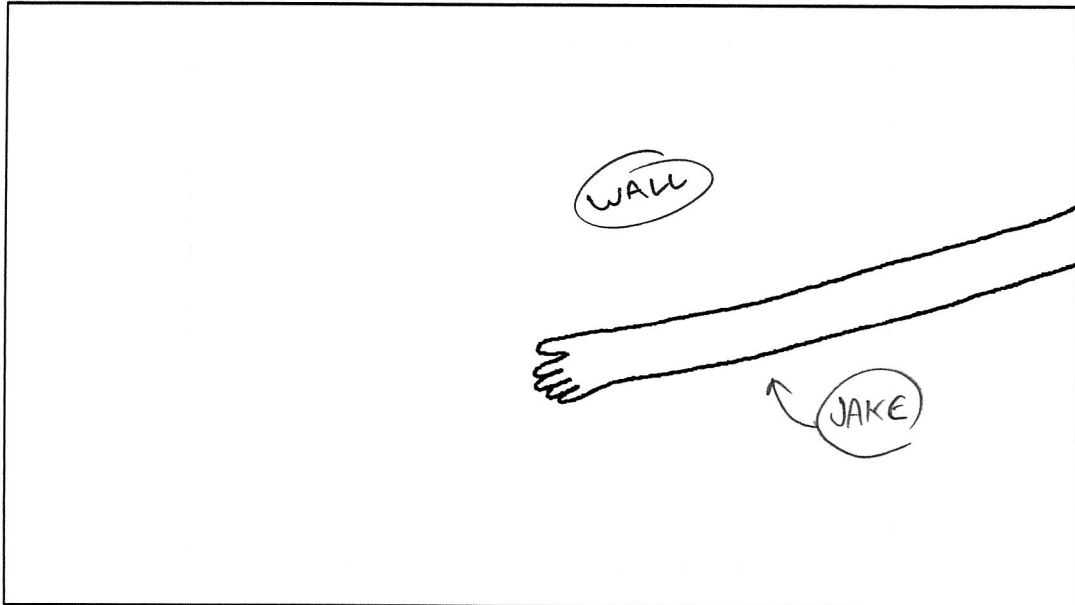
Production :

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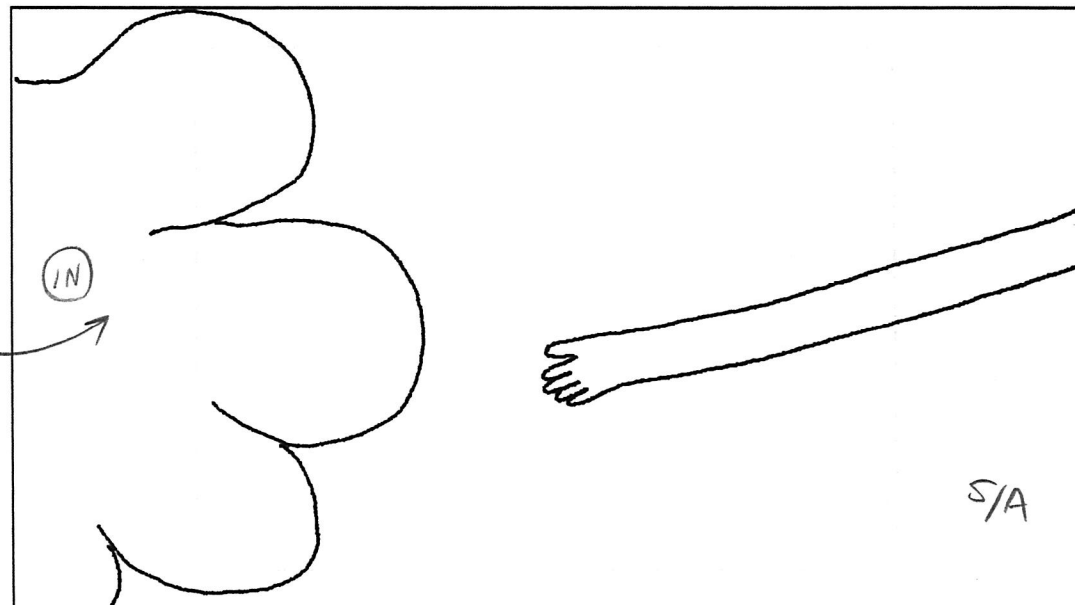
ADVENTURE TIME



Sc. 214 Pnl. A Bg. day night



Sc. 214 Pnl. B Bg. day night



Dialog:

Action:

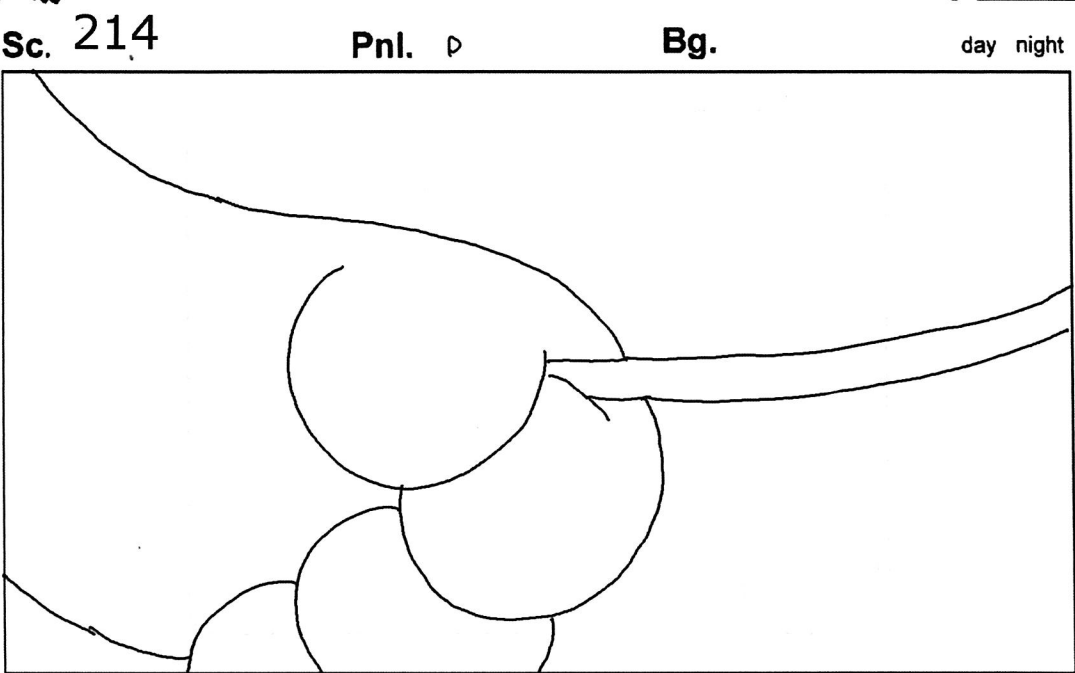
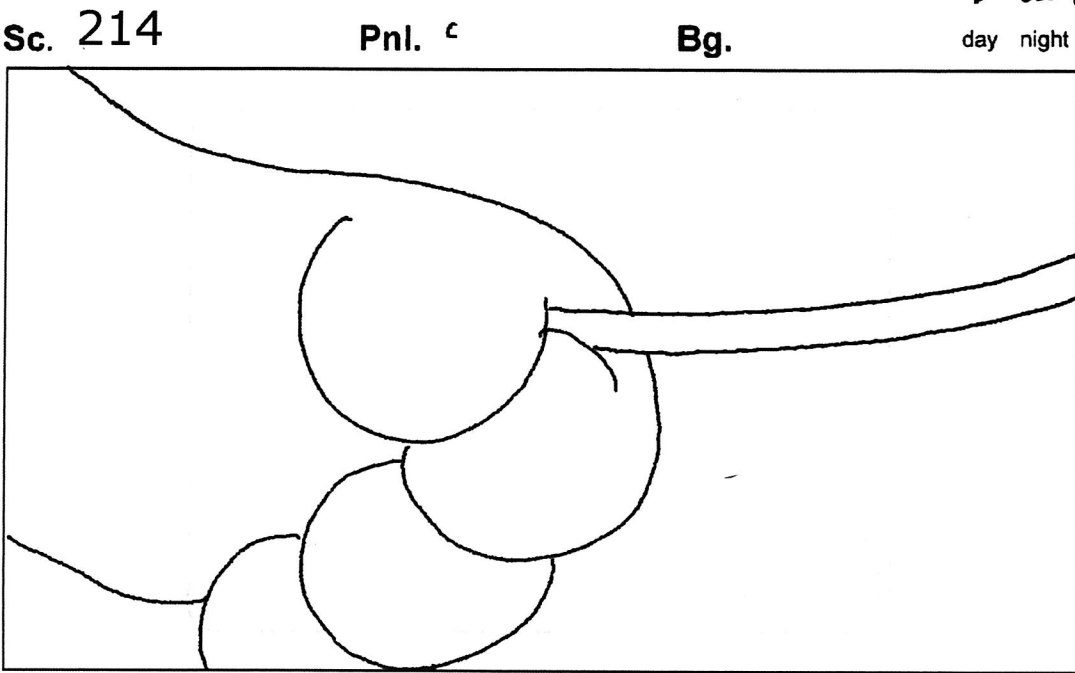
- GP'S HAND COMES ON/S.

Timing:

EPISODE # 1034-238
Production :

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ADVENTURE TIME



Dialog:
Action: - C + GP SHAKE HANDS.
Timing:

EPISODE # 1034-238
Production :

ADVENTURE TIME

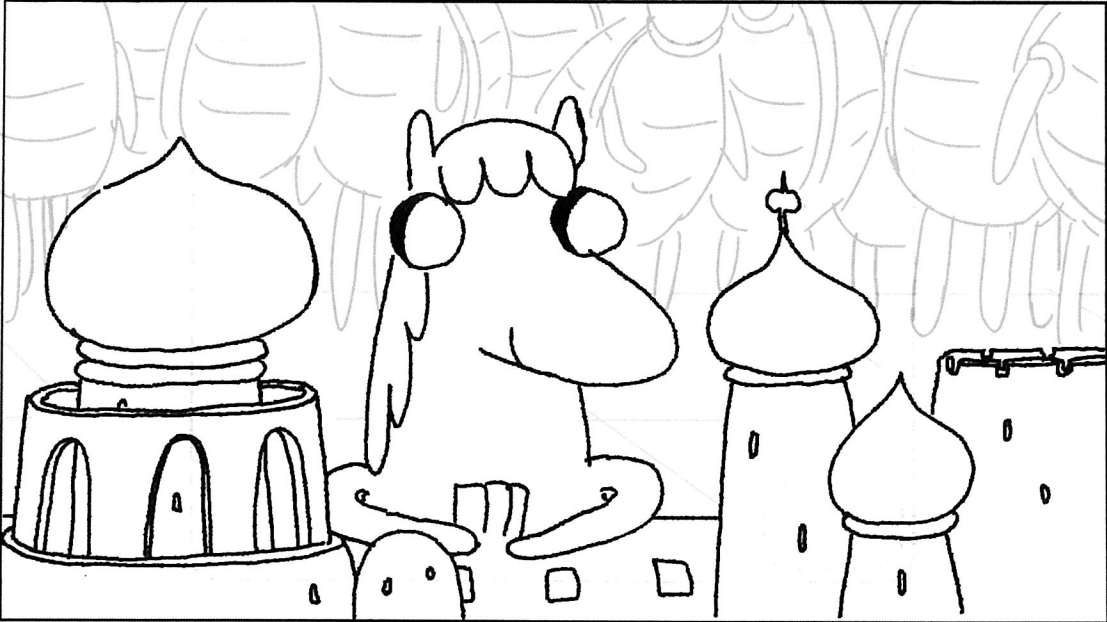


Sc. 215

Pnl. A

Bg.

day night



Sc. 216

Pnl. A

Bg.

day night



Dialog:	
Action:	- MONIKER SMILES. - RIG AT SUNSET. - Fade to Black
Timing:	

1034-238

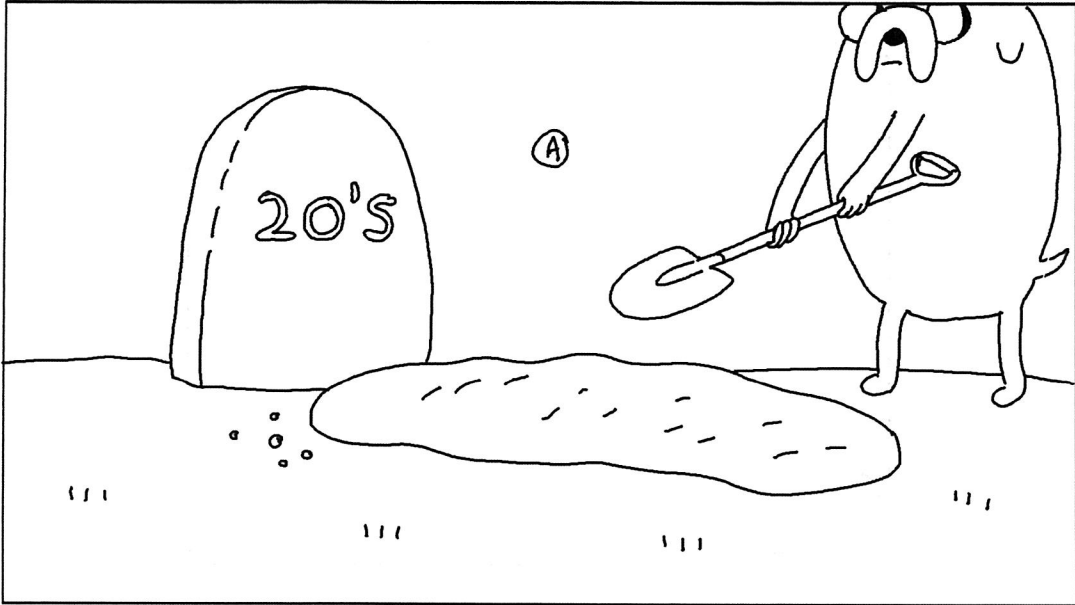
EPISODE #

Production :

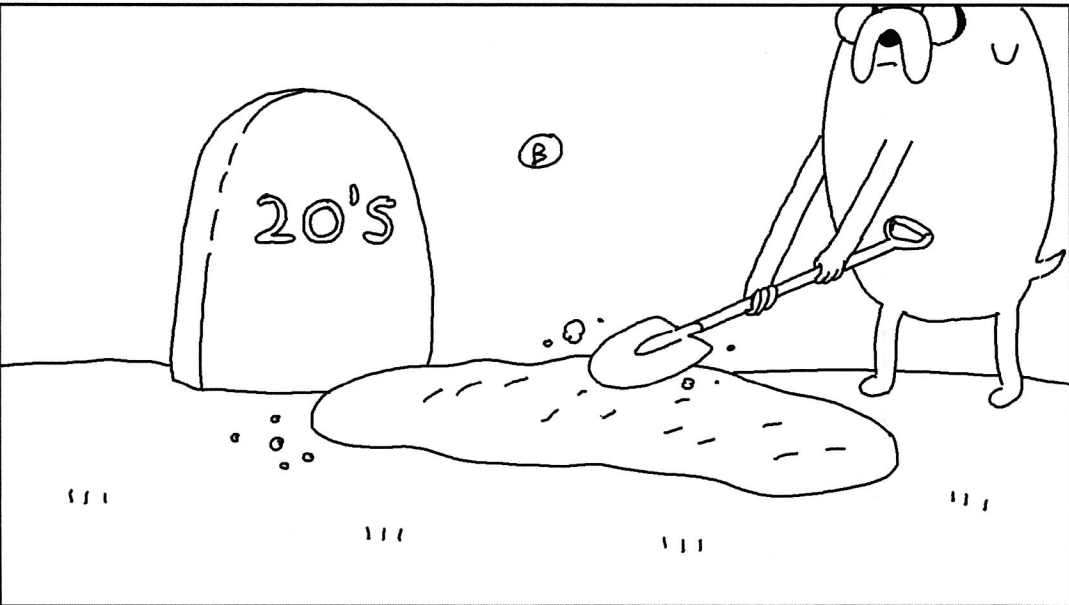
ADVENTURE TIME



Sc. 217 Pnl. A Bg. day night



Sc. 217 Pnl. B Bg. day night



Dialog:			
	(Sfx)	PAT	PAT PAT.
Action:			
- fade from black	(A) (B)	(A) (B)	(A) (B) (A)
Timing:			

EPISODE # 1034-238
Production :

ADVENTURE TIME

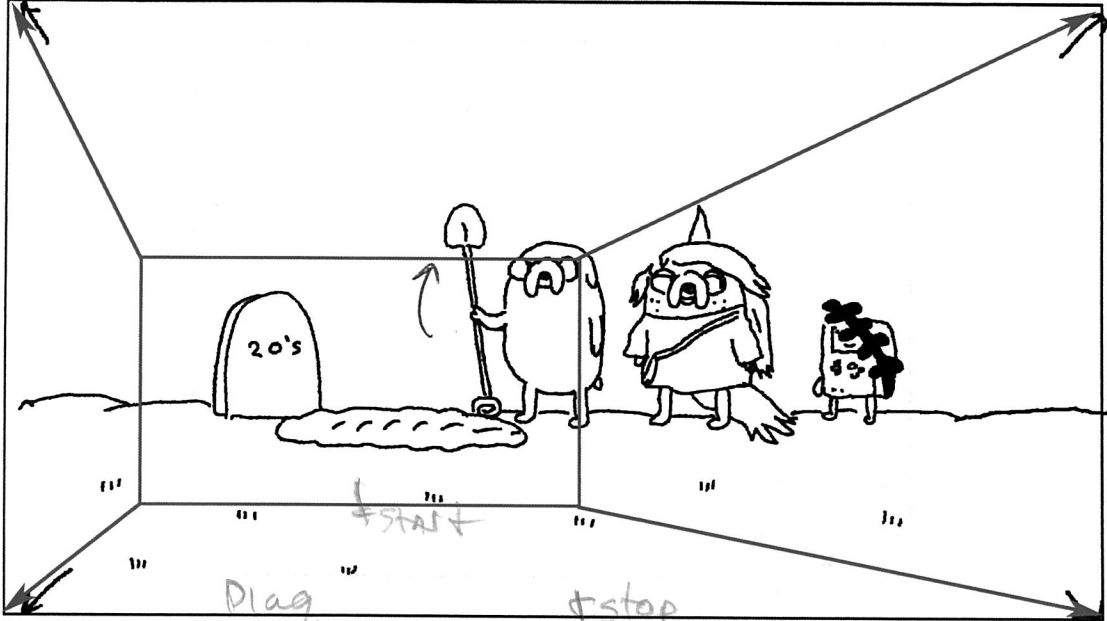


Sc. 217

Pnl. C

Bg.

day night



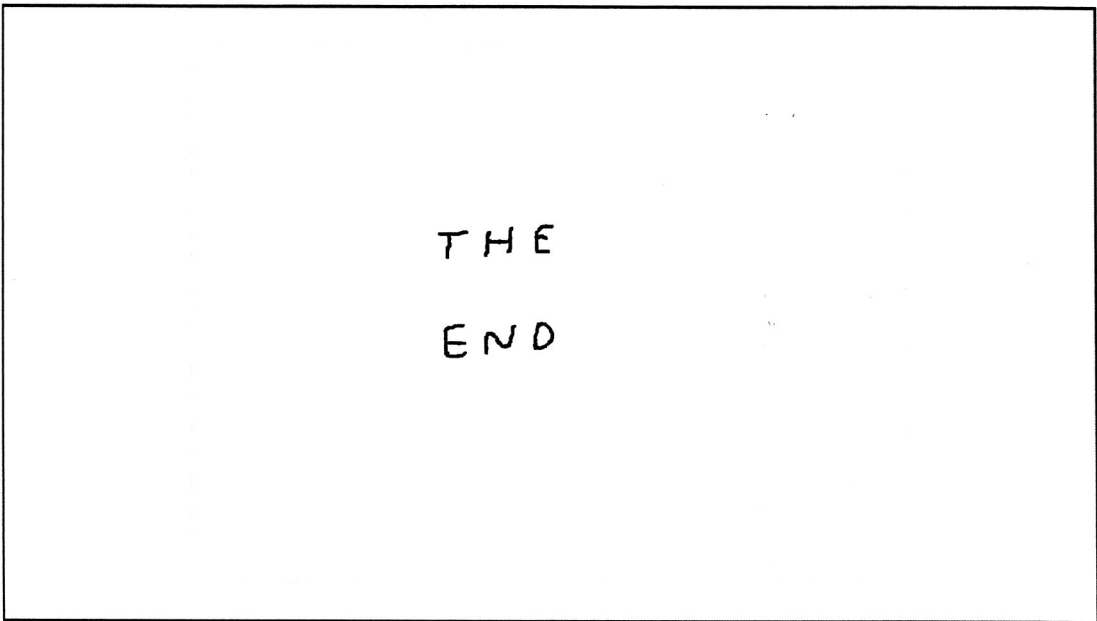
Dialog:	@ H A H A O K.
Action:	- JAKE RAISES SHOVEL - TRUCK OUT TO INCLUDE CHARLIE & BMO. - BMO IS COVERED W/ SEAWEED.
Timing:	

Sc.

Pnl.

Bg.

day night



1034-238
EPISODE #
Production :